Ricochet Robots Save/Load States Brief Overview:

A game in progress can be saved to be continued at a later date.

At any point in a game in progress can be saved using a labeled method on the UI.

When the save method is selected the game is saved in the state of the last played move.

The save is stored and can be later loaded to the state its saved at picking up at the next player's turn.

When the load method is selected the game board is overwritten to match that of the save state.

If there is no saved game the load method does nothing.