LOAD A GAME

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to resume a previously saved game in the same state it was saved in.

Preconditions:

The player started playing a game but did not finish it and has saved that game to continue later.

Success Guarantee (Postconditions):

The game loads successfully with all the pieces in the same place as when it was saved, and the game state is preserved. The next player takes a turn.

Main Success Scenario:

1. The player requests the list of saved games available to choose from.
2. The system retrieves the list of the saved games and displays it to the player.
3. The player selects the game slot that he or she saved previously. [*Alt 1: The player refrains to select a saved game]*
4. The system retrieves the game that the player selected and loads the game state.
5. The game starts where it was left off.

Alternative Flows:

[*Alt 1 The player refrains to select one option.*]

1. The player no longer wants to play the saved game.
2. Player selects an option to go back to the main menu.
3. Players selects an option to start a new game or exit the game.
4. Use case ends.

Exceptions:

If the file that is loaded has been tampered with the system may crash or not load the game into the correct state.