**LOAD A GAME**

**Primary Actor:** Player

**Stakeholders and Interests:**

Player: wants to resume playing the game from where the game was paused. Continue playing and wants to have the ability to save the game and play again or win the game.

**Preconditions:**

* The player started playing a game but did not finish it. The player saved the game to continue later.

**Success Guarantee (Postconditions):**

The game was saved and stored by the system in a defined space.

**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 or exit the use case. [use case ends.]
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.
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:**