A hand-drawn UML sequence diagram with the following participants: **actor** (stick figure), **UI**, **Game**, and **Storage (HDD/SSD)**.

Messages:
- actor → UI: Resumes a game
- UI → actor: Displays a menu of options
- actor → UI: Presses confirm
- UI → Game: resumeGame()
- Storage → actor: Game loaded
- actor → UI: Presses cancel
- UI → actor: Displays main menu