NEW Use Case #1 - Resume Game

Primary Actor: Player

Stakeholders and Interests:
Player: Wants to resume gameplay from a previously saved state.

Preconditions:
A previously saved game state exists, and it's txt file contents are valid and readable.

Success Guarantee:
Upon game launch, a human player can resume a game from a previously saved state.

Main Success Scenario:
1. Upon game launch, the player chooses the "Resume Game" option from the UI in the Blokus main menu.
2. Provided the save exists, the UI will then confirm with the player prior to loading the saved state. Ex. "A save exists, load game?". From this prompt, the player will select an option to either confirm or cancel their decision.
3. Once confirmed, the game will immediately load with all of the previously saved game's instance data.

Alternative Flows:
1. **No Saves Exist -** Given the case that a save does not yet exist and the player chooses "Resume Game" from the main menu, the UI will then output a message to the player informing them a save does not yet exist. Ex. "Error, no saved games exist".
2. **Resume Game Cancelled -** Should the user decide to cancel resuming a game, the main menu will be refreshed so the user can start a new game or exit.

Exceptions:
- The user at any time terminates the program.
- System errors.