

# Use Case Description – Loading Game:

**Primary Actor:**

Human User

**Stakeholders and Interest:**

User: Wants to resume playing their previously saved game.

User Parents: Wants their child to be able to easily resume their game progress and monitor their child's game progress.

Developer: Wants the game to be user-friendly and efficient in loading game progress.

**Preconditions:**

The user has a previously saved game and wants to resume playing.

**Postconditions:**

The game progress is loaded and the user can resume playing from where they left off.

**Main Success Scenario:**

1. The user launches the game and selects the option to load a saved game. *[Alt1: No saved game available]*
2. The system asks the user to select the saved game file from the game folder.
3. The user selects the save game file they want to load. *[Alt 2: Invalid file selected]*
4. The system displays the user with player names, colors, and the time they saved of the game which is being loaded.
5. The user confirms that they want to load the game. *[Alt3: User declines to load game]*
6. The system loads the game progress under the selected file, including all game variables and data such as the player's current location, inventory, and score.
7. The system informs the user that the game has been loaded successfully.
8. The user resumes the game from where he left off.

**Alternative Flows:**

*[Alt1: No saved game available]*

1. The system informs the user that there are no saved games available and prompts the user to start a new game. The use case ends.

*[Alt 2: Invalid file selected]*

1. The system informs the user that the saved game file selected is invalid and prompts the user to try choosing a different file or start a new game.

*[Alt3: User declines to load game]*

1. The system informs the user that the game has not been loaded. The use case ends.

**Exceptions:**

- If the system encounters any errors in loading the saved game, it informs the user and the use case ends.

**Special Requirements:**

1. The saved game should be easily accessible and retrievable.
2. The player must be able to easily delete a saved game if desired.
3. The user should be able to see the name of the saved game and other relevant details before selecting it for loading.

**Open Issues:**

1. Compatibility with different devices and storage capacities.
2. The possibility of saved game files becoming corrupted or lost.
3. The possibility of saved game files being tampered with, potentially leading to cheating or loss of game progress.