Continue saved game Requirement

ID   17
Use Case   Continue saved game

Trigger

The player hits "Load Game" button.

Precondition

The app is running and displays the entry point, main menu.

Basic path

The user is asked to select a stored profile from a list. Clicking on an entry highlights and make that player selected. Selected player when user hits "OK"-button is loaded.

Exception path

If phone dies user will have to start procedure over.

Post condition

The player enters a "Game" with the loaded profile set as active.

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