New Fully Dressed Use Case Description:
LOAD GAME

Primary Actor: User

Stakeholders and Interests:
- Users: To be able to load a saved game. Users want to be able to pick up where they left the game along with being able to resume playing the game.

Preconditions:
- There should be a menu interface which allows the user to load a game.
- There needs to be a method or class which can take the loaded assets and use them to recreate the player's last game.

Postconditions:
- A successfully loaded game should provide four player objects, 81 game tile objects, a turn order, and an indication for the next player.
- If there are no saved games available, the player will be provided with a method to move back into the main menu interface.

Main Success Scenario:
1. User selects Load Game.
2. The user selects the saved game file.
3. The system checks if there are any previously saved games.[Alt 1]
4. The system asks the user to confirm to load the game or to go back to the main menu.
5. The user confirms they want to load the game.
6. The system displays the game board with the correct positions of the pawns, fences and turn order from the saved game.

Alternate Flows:
- Alt 1: The system finds no file
    - The system displays file not found

Open Issues:
- How will the user be allowed to search for saved games? Browse file hierarchy? Provided with a list of "save slots"?

- Can a user change any initially configured settings (ie: color, players) for a resumed game?