Use Case: Load game

Scope: Flash Point

Level: subfunction

Intention in Context: load the game that early saved

Multiplicity: Multiple players can load the same game concurrently. A single player can load different game.

Primary Actor: Player

Main Success Scenario:

1. System presents the *Player* a list of saved games.
2. *Player* chooses the desired game to load.
3. The *Player* back to the game lobby, and wait for other players to join in.

Extensions

2a. The saved game file is damaged; use case ends in failure.

3a. *Player* change his mind and doesn’t want to play anymore, he can exit; use case ends in failure.