Use Case: Load game

Scope: Flash Point

Level: User: sub-function level

Intention in Context: load the record that early saved

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

Primary Actor: Player

Facilitator Actor: ？？？？

Main Success Scenario:

1. User choose the path where saving the needing record
2. User clicks the mouse, and waits the engine load the record.
3. The record is loaded successfully, and the user can continue playing it.
4. The user back to the waiting page, and wait for other players to join in.

Extensions

2a. The record that the player wants to load has the incompatible format.

4a. User change his mind and doesn’t want to play anymore, he can resave the record and exit.