***Exit Game Use Case***

**1. Description**

User clicks on the exit game button to destroy the game window.

**2. Actors**

User.

**3. Basic Flow**

{Press Exit Button}

3.1: User returns to the main menu and clicks the exit button.

3.2: System destroys the game window.

**4. Alternative Flows**

4.1: At {Press Exit Button}, User instead uses the exit hotkey.

4.2: System closes the window all the same.