

Use Case: StartingApplication

Summary: Starting the application and what options the user is left with

Priority: High

Extends: NA

Includes: RunNewGame, RunContinueGame, SetOptions, ExitGame

Participators: User and System

	Actor	System
1	Start Application	
2		Shows Game Menu
3	Uses chooses between a list of 'New Game', 'Continue Game', 'Options' and 'Exit'	
4		See specific UC

Use Case:RunNewGame

Summary: Since a game-state can be saved, we provide the option to start a new one from beginning.

Priority: High

Extends: StartingApplication

Includes: ViewCharacter, SetOptions, VisitStore, SelectMap

Participators: User and System

	Actor	System
1	Presses 'New Game' button	
2		Asks user to type name
3	Types name	
4		Shows World Map

Use Case:RunContinueGame

Summary: Game states can be saved, and thus user can choose to continue a game.

Priority: Medium

Extends: StartingApplication

Includes: ViewCharacter, SetOptions, VisitStore, SelectMap

Participators: User and System

	Actor	System
1	Presses 'Continue Game' button	
2		Asks user to choose profile
3	User choses profile	
4		Game starts from chosen profile's saved game state

Use Case: SetOptions

Summary: Menu to change various settings, such as controls or audio.

Priority: Low

Extends: StartingApplication

Includes: ChangeControls, ChangeAudio, ChangeSettings

Participators: User and System

	Actor	System
1	Presses 'Options' button	
2		Shows lists of subcategories
3	User choses between Controls, Audio and Other Settings	
4		See specific UC

Use Case: World Map
Alternate flow: ViewCharacter
Summary: Showcases the available user paths in world map
Priority: Medium
Extends: RunNewGame, RunContinueGame
Includes: ChangeControls, ChangeAudio, ChangeSettings
Participators: User and System

	Actor	System
1.1		
1.2		
1.3		
1.4		

Use Case: World Map
Alternate flow: ViewCharacter
Summary: Showcases the available user paths in world map
Priority: Medium
Extends: RunNewGame, RunContinueGame
Includes: ChangeControls, ChangeAudio, ChangeSettings
Participators: User and System

	Actor	System
2.1		
2.2		
2.3		
2.4		