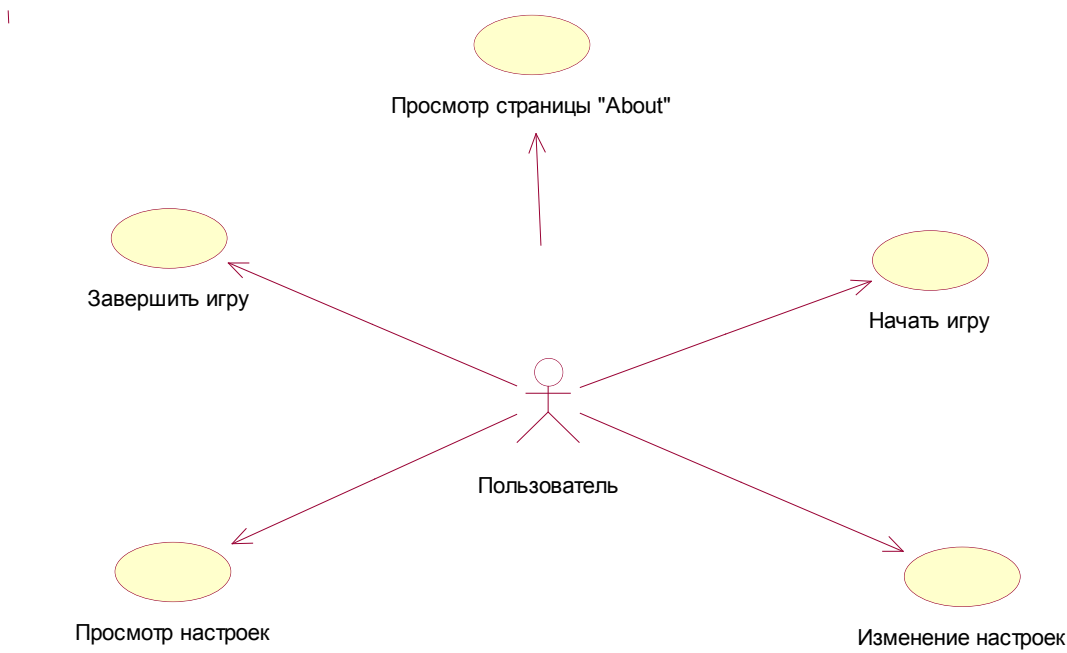
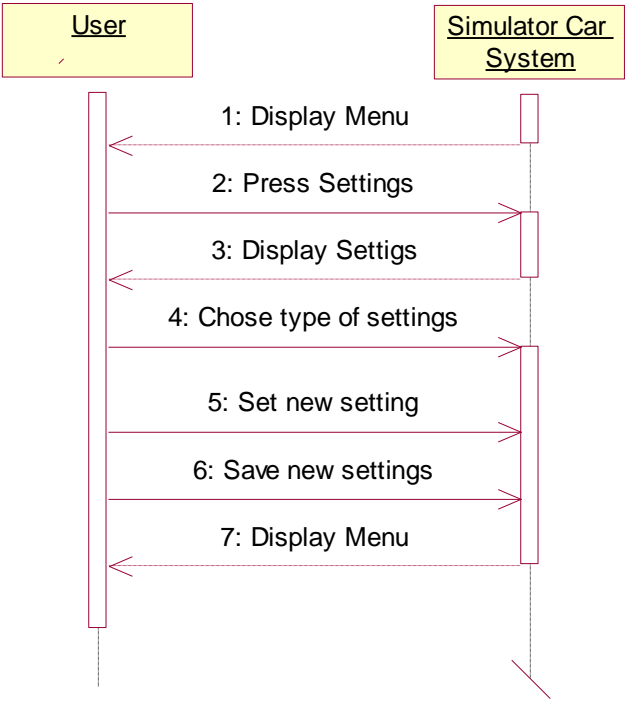


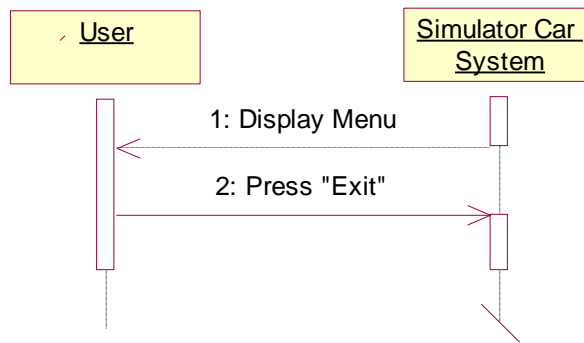
Use case:



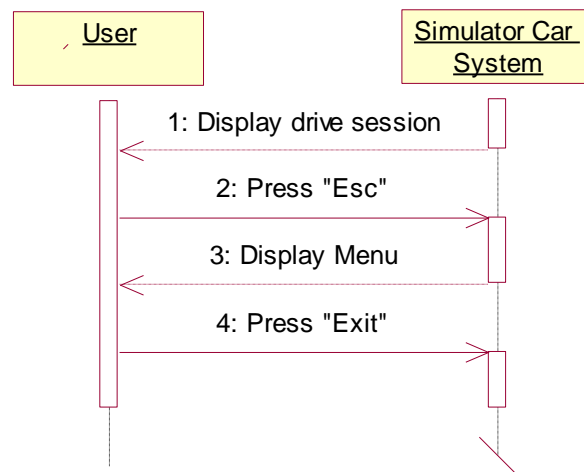
Sequence (change settings):



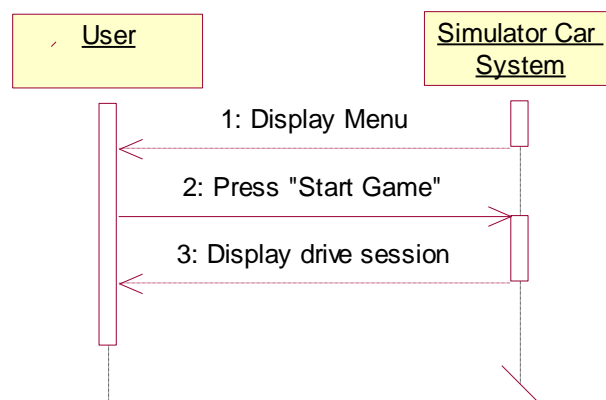
Sequence ((1) exit from game):



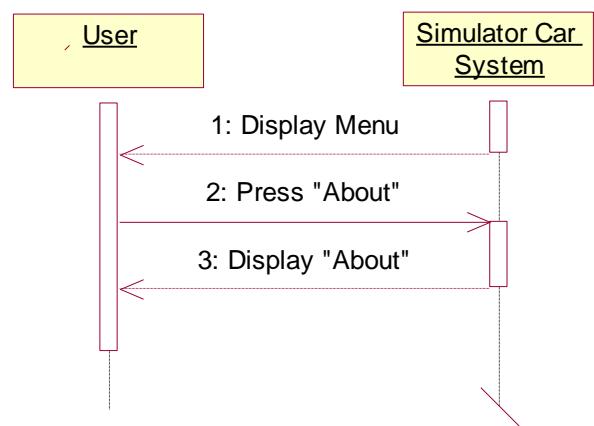
Sequence ((2) exit from game):



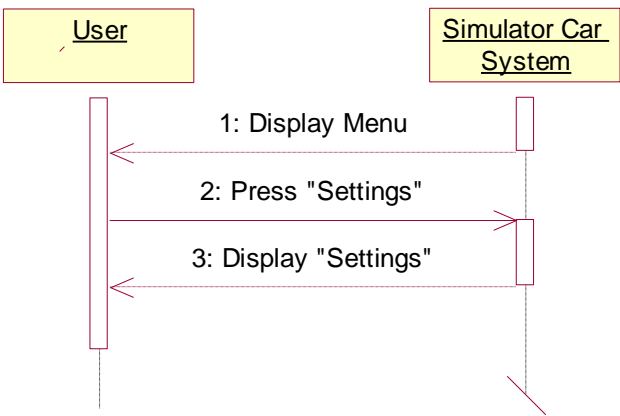
Sequence (start game):



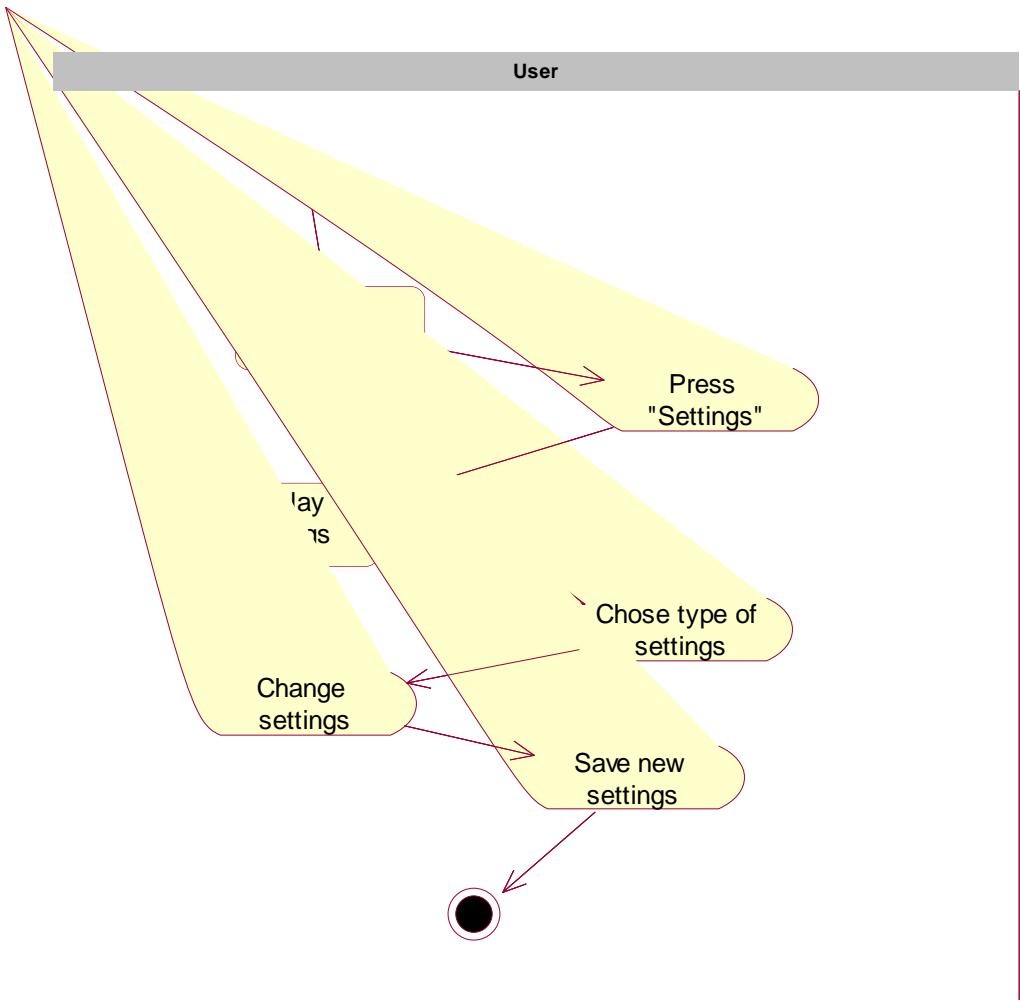
Sequence (view about):



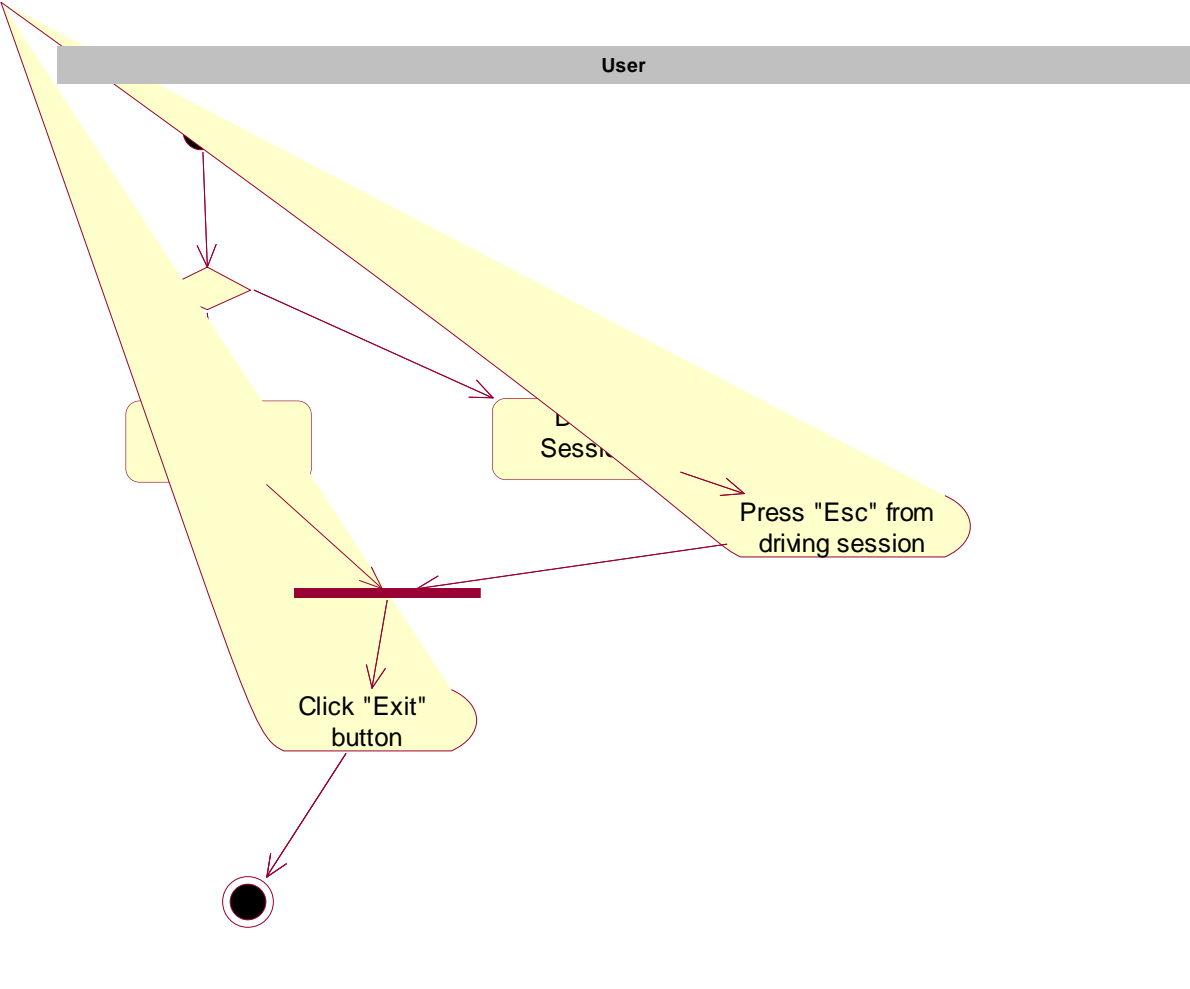
Sequence (view settings):



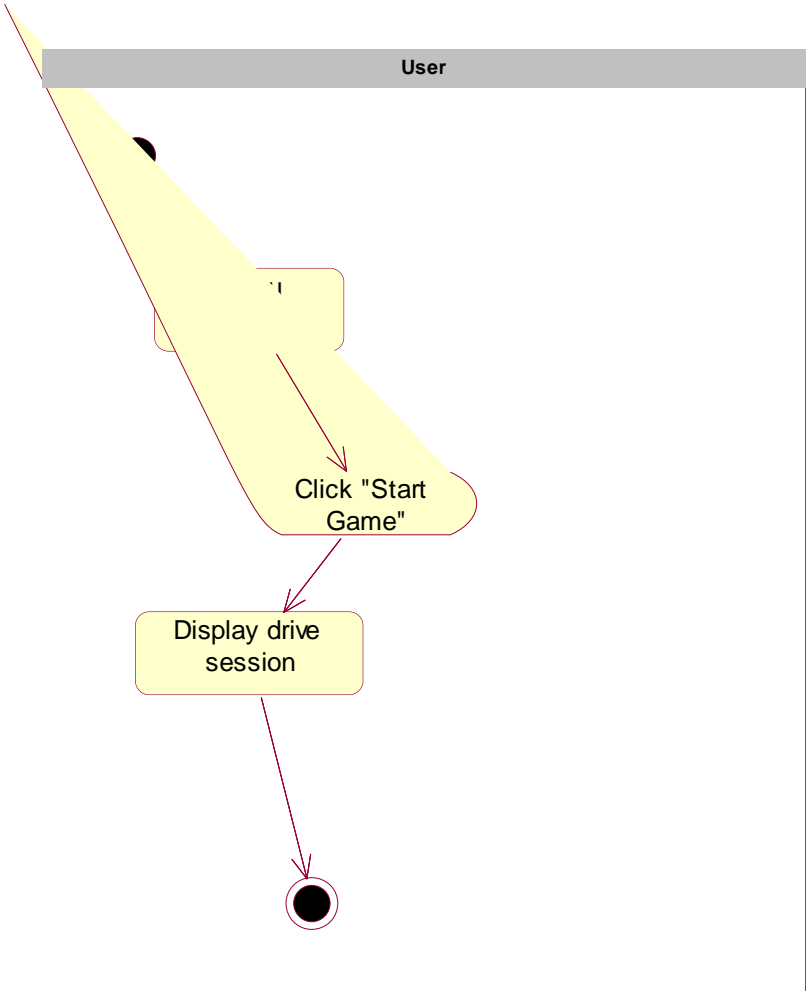
Activity (change settings):



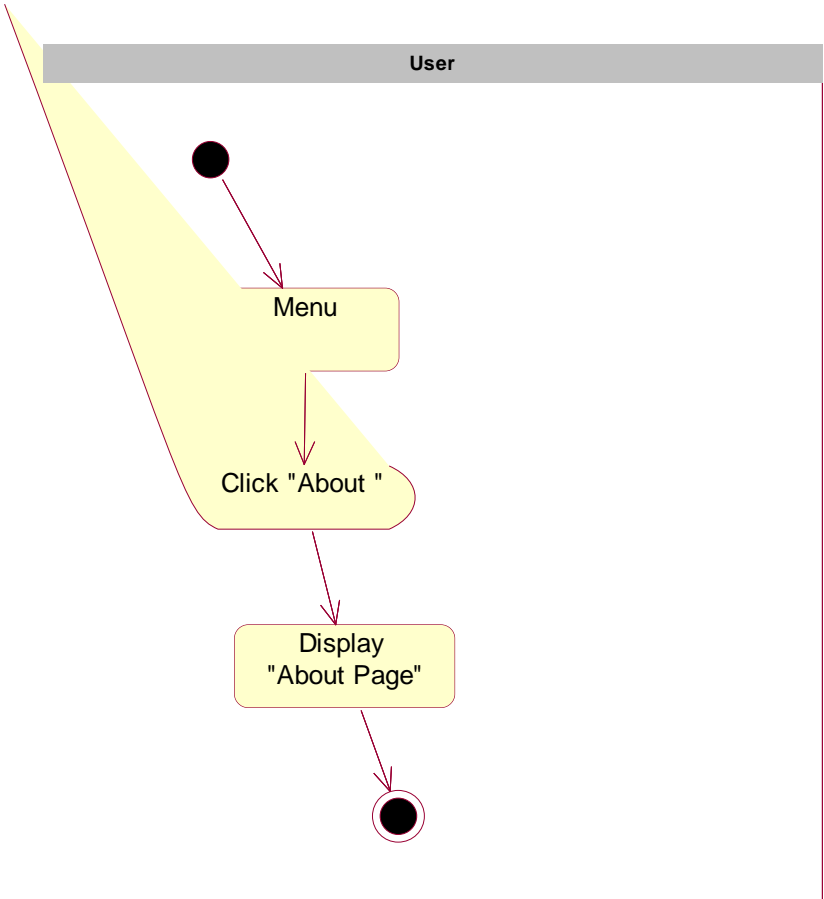
Activity (exit game):



Activity (start game):



Activity (view about):



Activity (view settings):

