Use case: *Exit game*

Priority (**high**, mid, low)

Participating actors

- User

Normal flow 1

1. Press File->Exit game in the menus (User)

    1. Prompt the user if he really wants to exit the application. (application)

    2. If yes: All resources are unloaded and closed properly. Application shuts down. If no: Game continues. (application)

Normal flow 2

1. Press the exit-button in the top right corner (User)

    1. Prompt the user if he really wants to exit the application. (application)

    2. If yes: All resources are unloaded and closed properly. Application shuts down. If no: Game continues. (application)