Use Case ID:	GM.U.7		
Use Case Name:	Startup Menu.	Version:	1.0
End objective:	To provide a startup menu to users for interacting with game.		
Created by:	Azfar Nayyan.	On (date):	20/3/23
Approved by:	Momna Zenab.	On (date):	
User/Actor:	Player.		
Pre-Conditions:	Player/User has executed the game file.		
Post-Conditions:	After selecting appropriate options, the user will be able to play the game.		

Basic Flow:

Step:	User Actions:	System Actions:
1.	User executes the game file.	System shows up list of options like start a new game and exit the game.
2.	User clicks on start a new game option.	System shows up list of levels and maps.
3.	User selects any mission or level he wants to play.	The system starts loading the game level or map.

Alternatives:

Step:	User Actions:	System Actions:
1(a)	User clicks on exit the game.	System stops executing the game and exits the game.