

Use Case: Singleplayer

Summary: Use case for how a player starts a new singleplayer game

Priority: Low

Extends: -

Includes: -

Participators: Client

Normal flow of events:

Player starts at the main menu.

	Actor	System
1	Players clicks on "Singleplayer" button	Shows a new screen for settings for the singleplayer game.
2	Player changes difficulty of AI opponent and wanted nationality	Shows the choosen settings
3	Player starts the game	Changes to placement screen for a new game

Alternate flows:

Flow 2.1: Player hits "Singleplayer" by mistake

	Actor	System
2.1.1	Player clicks "Back to main menu"	Changes to main menu screen without saving settings or leaving prompt if the user is sure about this.