

Use Case: Quit Game

Summary: This is how the user quit the game

Priority: high

Extends: -

Includes:

Participations: Actual player

Normal Flow - Exit in Menu

	Actor	System
1	Clicks quit game in menu	
		Terminates the game

Alternate Flow - Exit via X-button on frame

	Actor	System
1	Clicks the exit button on the frame	
2		Terminates the game