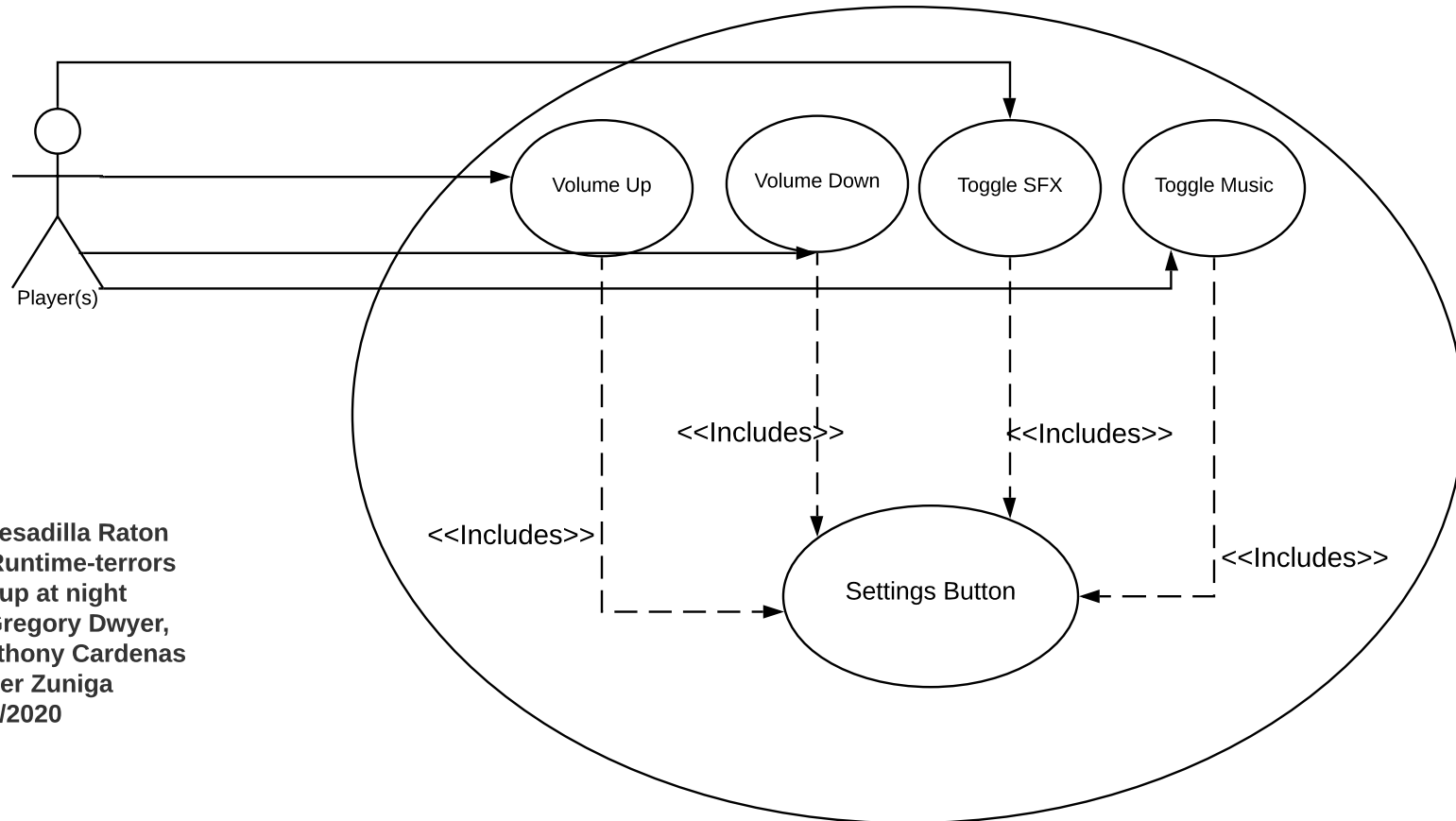


Project Name: Quesadilla Raton

Use case name: player changing settings in game

Actor(s): Player(s)

use case description: This diagram shows how the player(s) uses the main menu to change the game settings



Project Name: Quesadilla Raton
Team Name: The Runtime-terrors
that keep you up at night
Team Members: Gregory Dwyer,
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Date: 5/1/2020

Scenario 1

Pre Condition(s): User has started the game application and is currently at the Main Menu

- Procedure:**
- 1) player clicks on "settings" button
 - 2) a small window pops up that has all of the settings that can be changed
 - 3) player clicks on whatever setting they wish to change

Post Condition(s): the settings that were changed are now applied to the game