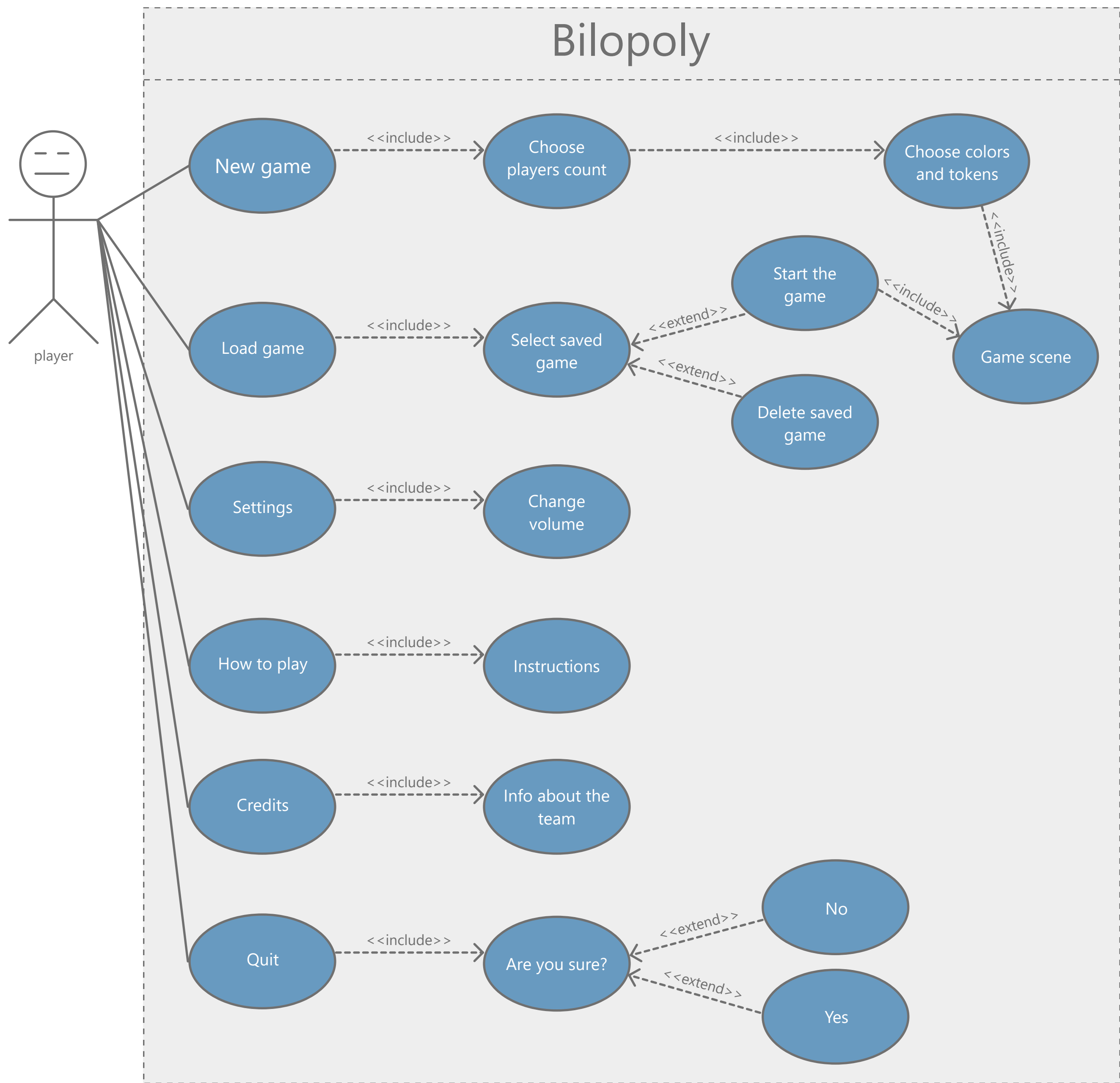
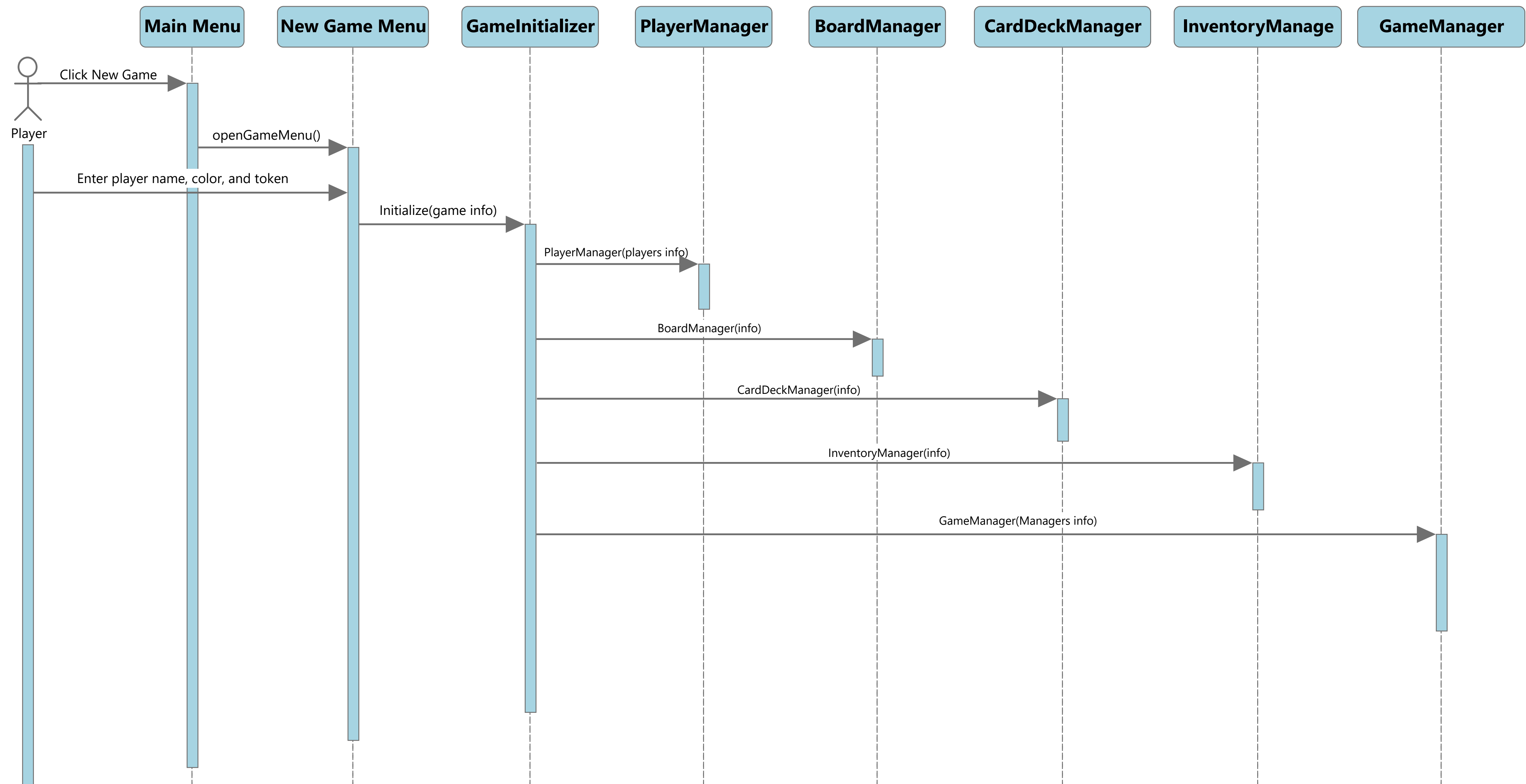


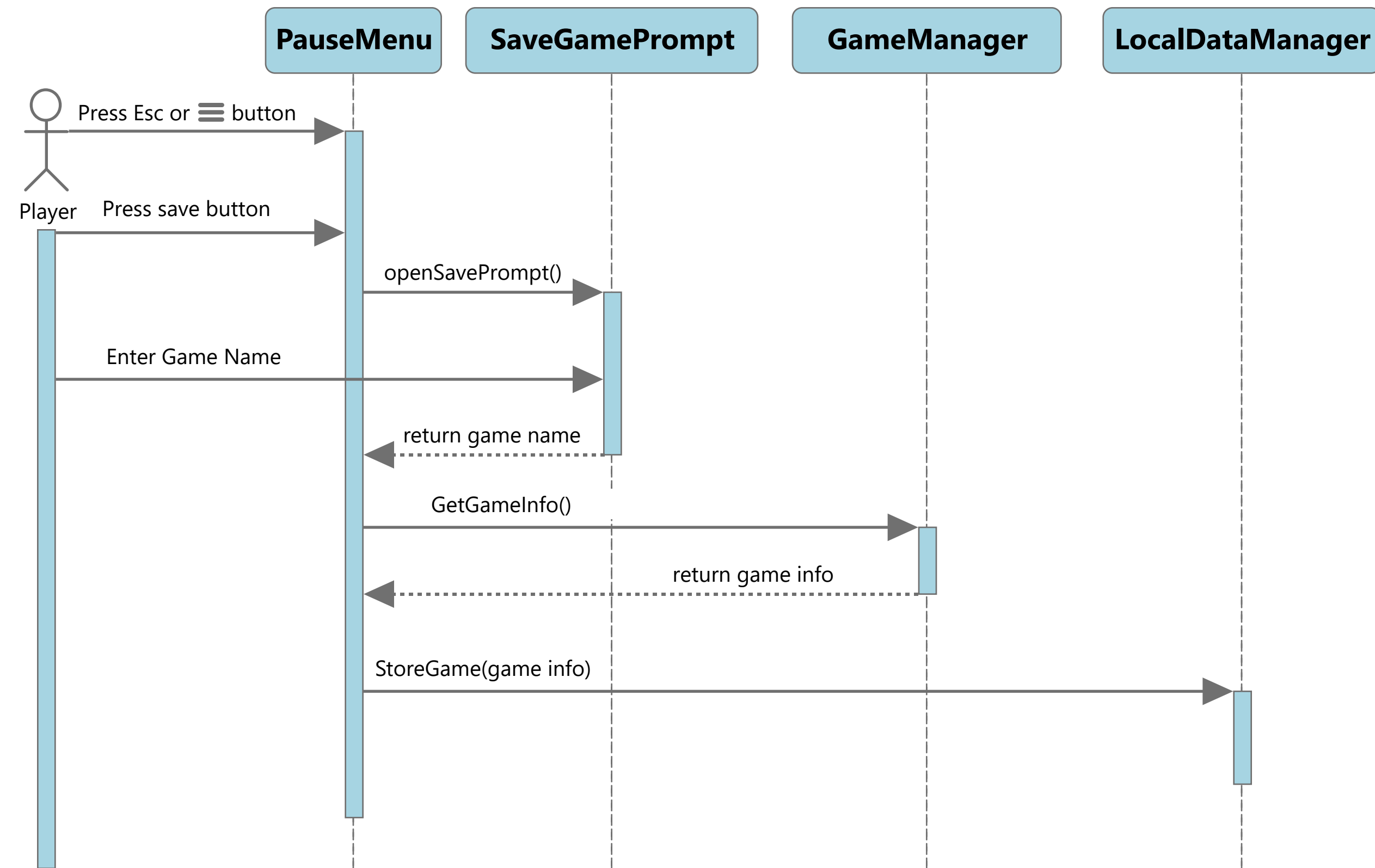
Use Case Model



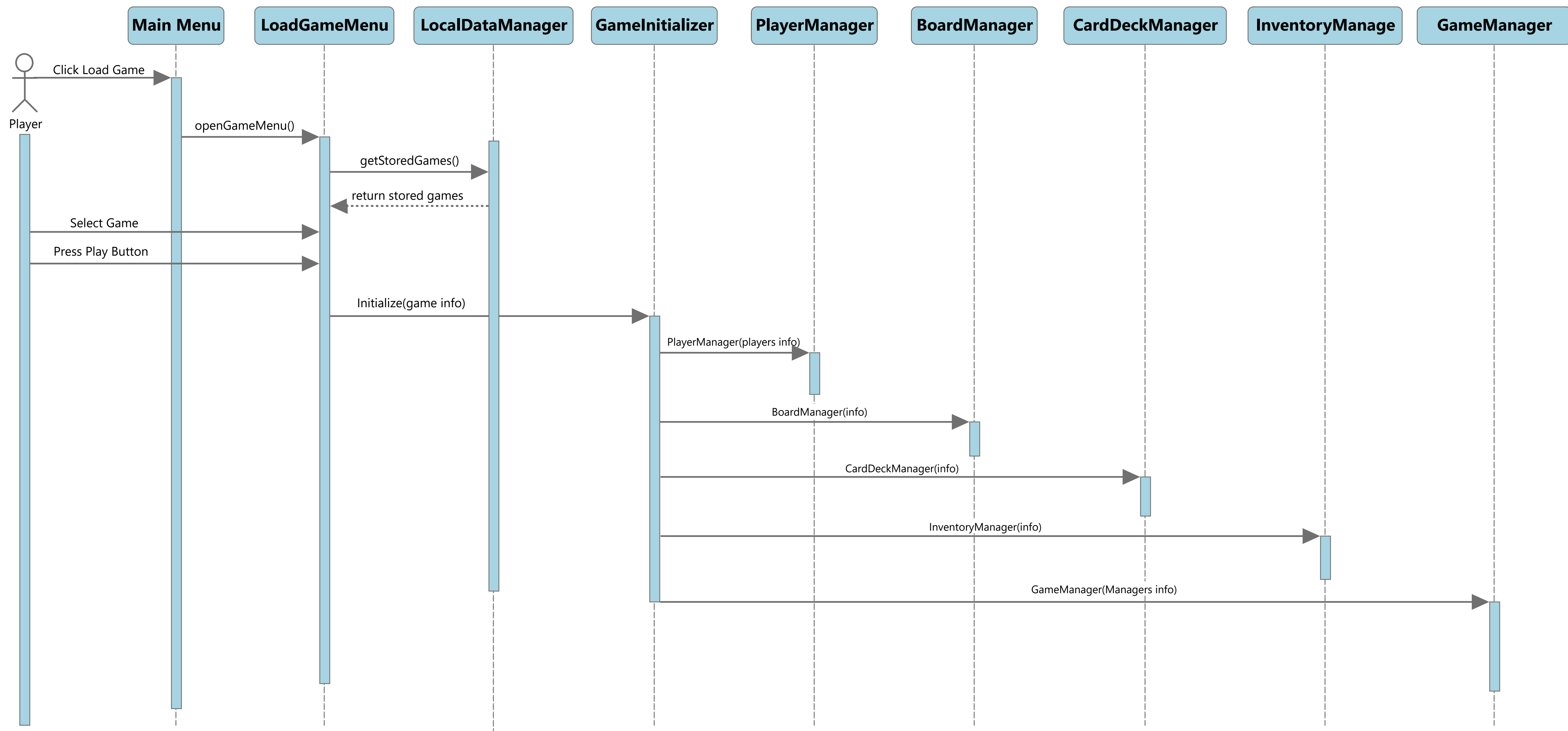
New Game initialization



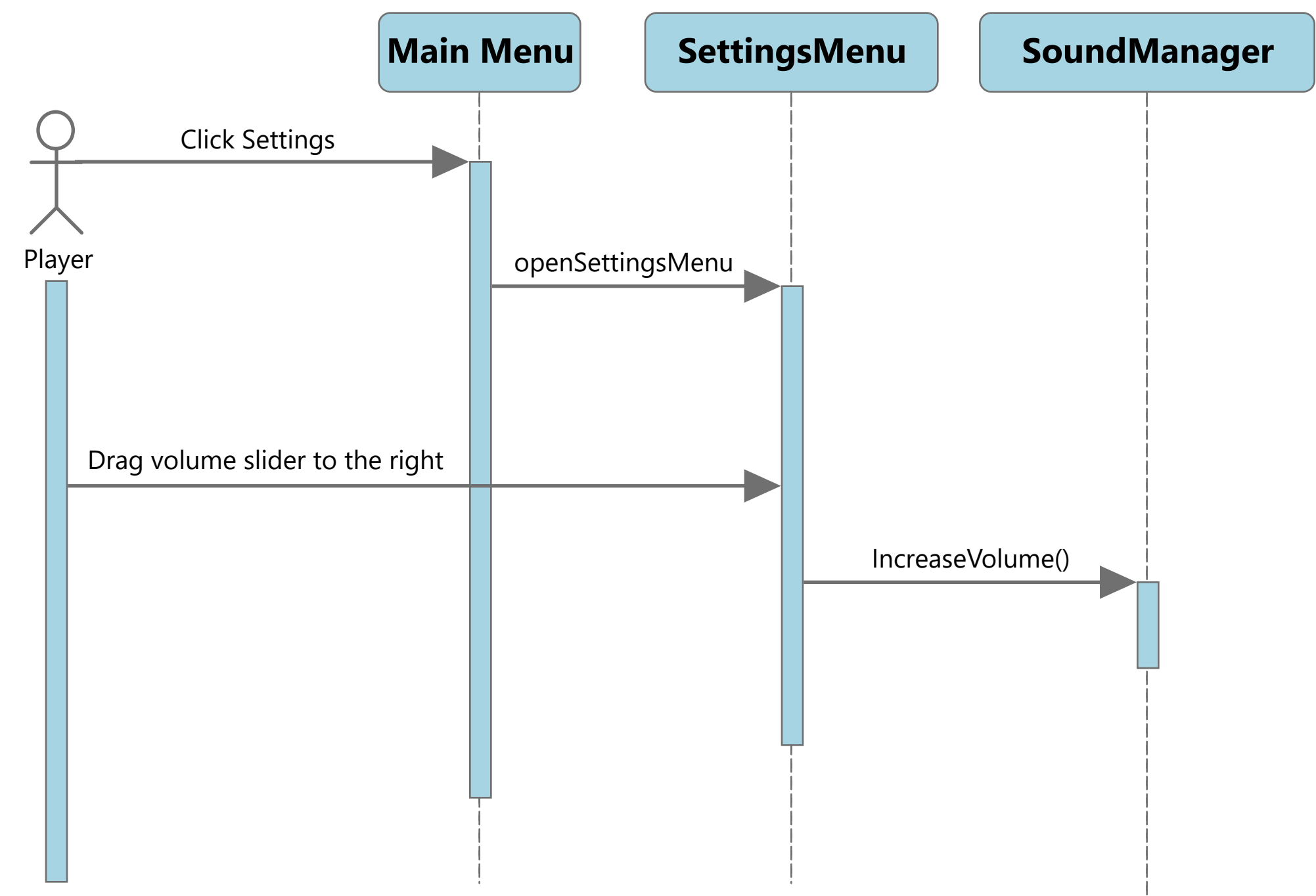
Save Game



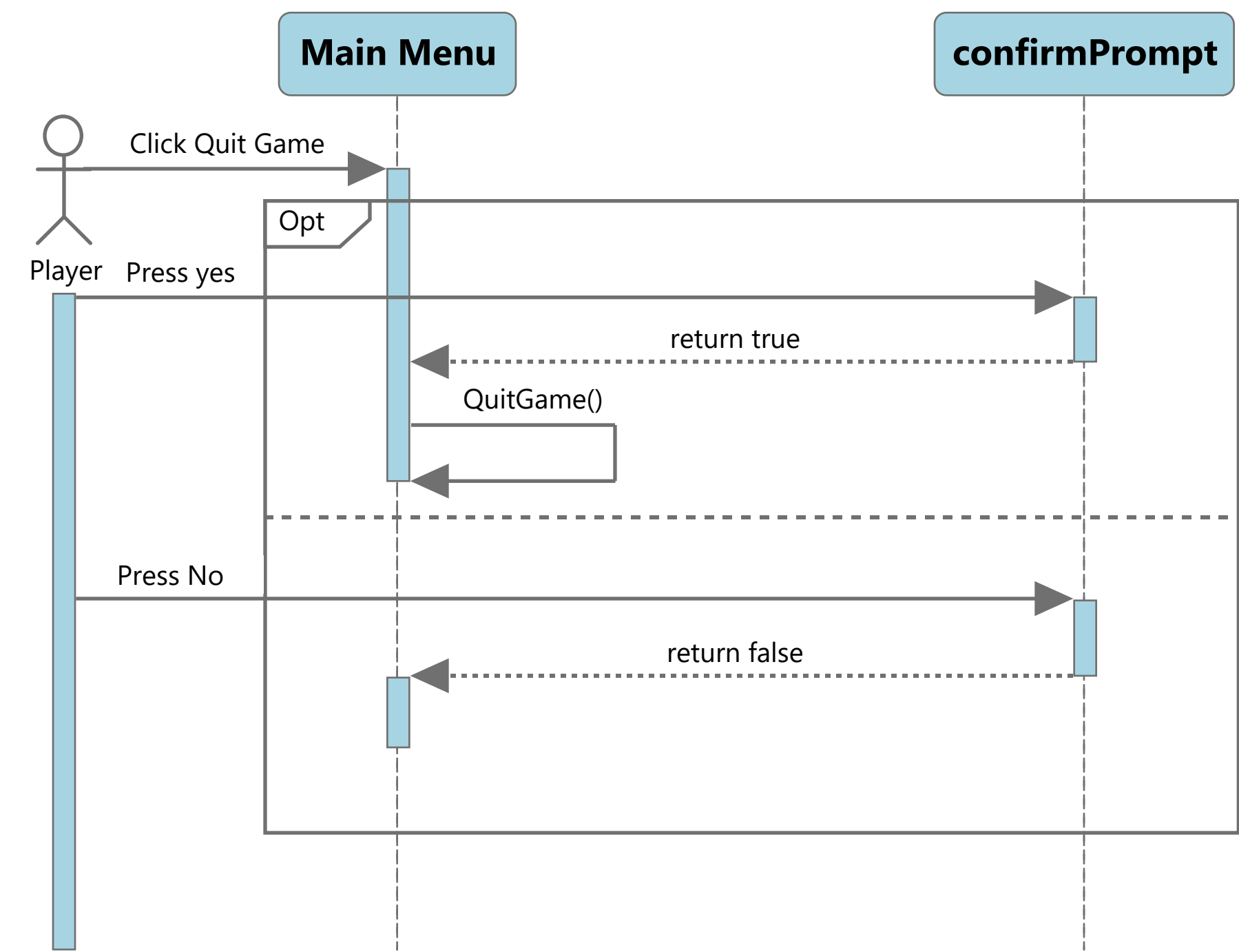
Load Game



Increase Volume



Quit Game



Delete Saved Game

