

Use Case #2

Name	Quit
ID	UC2
Brief Description	Player quits the game
Actors (primary and supporting/secondary)	Player
Triggers	When the player clicks on the X at the top right corner.
Preconditions	Game is running
Primary Flow	1. Game is running 2. Player clicks on X 3. Game quits
Alternate Flows	N/A
Minimal Guarantees	Game quits
Success Guarantees	Game quits