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| **Use Case Name:** Main Menu walkthrough | **ID**: | **Priority**: | |
| **Actor:** You | | | |
| **Description:** Three Buttons are given Play Game, Instructions, And Exit Game. | | | |
| **Trigger**:  Type: 🞎 External 🞎 Temporal | | | |
| **Preconditions:**  By Clicking on one of the three buttons, you go to the respective menu. | | | |
| **Normal Course: Information for Steps:**  If Play Game is clicked the game starts normally see USE Case 1 for more info on Gameplay loop.  If Instructions is clicked, then screenshot of the UI is displayed with text boxes explaining each part of the UI is and what it does also teaching the user how the game is played.  If Exit Game is clicked the program ends. | | |
| **Postconditions:**  User has the ability to go back to the main menu if they press the Esc key on keyboard as prompted on screen. | | |
| **Exceptions**:  If user presses any buttons exept Esc key and the left mouse click nothing happens | | |