

# Use Case: New Game

**Summary:** A new game is initialized.

**Priority:** High

**Extends:**

**Includes:**

**Participators:** User

## Normal flow of events

	Actor	System
1	User presses "New Game"	
2		Brings out game settings
3	User enter settings and press "Start"	
4		Game starts (StartGame)

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## Alternate flows

**Flow 2.1: NO ALTERNATIVE FLOWS HERE**

	Actor	System
1		<System responds differently>