

# Use Case: Pause Game

**Summary:** When a user presses an input key the game should pause in its current state

**Priority:** Low

**Extends:**

**Includes:** ReadHelp

**Participators:** User

## Normal flow of events

**A simple pause of the game in action.**

	Actor	System
1	Pause key is pressed	
2		The game is paused in its current state. An option screen becomes visible with options: resume, restart, help and exit. No update to the game should be done in this state.
3	Resume button is pressed	
4		The option screen is removed. The game is resumed starting with its paused state. Everything becomes available instantaneously.

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### **Alternate flows**

#### **Flow 3.1: User want to restart the game**

	Actor	System
3	Restart button is pressed	
4		The option screen is removed. The game is restarted with the same user options as the game currently in progress.

#### **Flow 3.2: Player wants to exit game**

	Actor	System
3	Exit button is pressed	
4		The option screen and game screen is removed. The main menu is made visible.

#### **Flow 3.3: Player wants help**

	Actor	System
3	Help button is pressed	
4		The tutorial slideshow is made visible.
5	Close help button is pressed	
6		The tutorial slideshow is removed.