

## Use case: Main menu

**Summary:** This is the main menu of the game. Here you can change the settings of the game and start/exit it.

**Priority:** Low

**Extends:** -

**Includes:** Settings menu

**Participators:** The player.

### Normal flow of events

	Actor	System
1		There is a menu popping up in front of the gamemap. The menu contains: New game, High score, Settings, Instructions.
2	The Player presses "New game" in the menu	
3		The menu disappears and the gamemap is showing with a new game. The first level is loaded, and UC Game Play starts.

### Alternative Flow

#### 1.1 There is a saved game

	Actor	System
1.1.1		There is a menu popping up in front of the gamemap. The menu contains: Continue, New game, Settings, High score, Instructions.

#### 1.1.2 The player presses "Continue" in the main menu.

	Actor	System
1.1.2.1	The player presses "Continue" in the main menu.	
1.1.2.2		The main menu disappears and the gamemap is showing with the last saved game. UC Game Play starts in the new level.

#### 2.1 The player do not presses "New game" in the main menu

##### 2.1.1 The player presses "High score" in the menu

	Actor	System
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2.1.1.1	The player presses “High score”.	
2.1.1.2		The main menu is replaced by a table with name and score of the players with best scores.

### **2.1.2 The player presses “Settings” in the menu**

	Actor	System
2.1.2.1	The player presses “Settings”.	
2.1.2.2		The main menu is replaced by the settings menu as defined in user_case_settings_menu

### **2.1.3 The player presses “Instructions” in the menu**

	Actor	System
2.1.3.1	The player presses “Instructions”.	
2.1.3.2		The main menu is replaced by a text with the instructions of the game.