

## Use case: Game Over

**Summary:** This is how the Game “Game Overs” when the player has run out of lives

**Priority:** Medium

**Extends:** -

**Includes:**

**Participators:** The player.

### Normal flow of events

	Actor	System
1		The player is removed from the map.
2		If the player made into the highscore table, then query for the players name.
3	The player enters his/her name	Then insert this new name at the correct position in the table.
4		The high score table is shown
5		Then back to the main menu.

### Alternative Flow

#### 3.1. The player did not make it into the highscore table

	Actor	System
		Then 2,3 and 4 will not occur at all, and we will go straight to 4.