

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, Exit |
| 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, Exit |

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 |
|--|-------|--------|
|--|-------|--------|

| | | |
|---------|----------------------------------|---|
| 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. |

2.1.4 The player presses “Exit” in the menu

| | | |
|---------|----------------------------|--|
| | Actor | System |
| 2.1.4.1 | The player presses “Exit”. | |
| 2.1.4.2 | | The program is closed down and the game saved. |