

Use case: Settings menu

Summary: This is the menu with the settings.

Priority: Low

Extends: -

Includes:

Participators: The player.

Normal flow of events

| | Actor | System |
|---|---|---|
| 1 | | There is a settings menu popping up instead of the main menu. The menu contains: Language, Sound, Back. |
| 2 | The Player presses the button to increase the volume. | |
| 3 | | The sound of the game increases. |

Alternative Flow

2.1 The player presses another button

2.1.1 The player presses the button to decrease the volume

| | Actor | System |
|---------|---|----------------------------------|
| 2.1.1.1 | The player presses the button to decrease the volume. | |
| 2.1.1.2 | | The sound of the game decreases. |

2.1.2 The player presses the button to mute the volume.

| | Actor | System |
|---------|---------------------------|----------------------|
| 2.1.2.1 | The player presses “mute” | |
| 2.1.2.2 | | The volume is muted. |

2.1.3 The player choose Language

| | Actor | System |
|---------|--|--|
| 2.1.3.1 | The player choose language in some kind of list. | |
| 2.1.3.2 | | All text in the menus and the game will be set to the language that is chosen. |

2.1.4 The player presses “Back” in the menu

| | Actor | System |
|---------|----------------------------|---|
| 2.1.4.1 | The player presses “Back”. | |
| 2.1.4.2 | | This menu is replaced by the main menu. See US main menu. |

