

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.

