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		Some sort of game over animation is shown.
3		If the player made into the highscore table, then query for the players name.
4	The player enters his/her name	
5		The high score table is shown
6		Whether the player wants to player another game is queried, if so then a new game is started, otherwise the player is shown the main menu.

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

	Actor	System
		Then 3 and 4 will not occur at all, and we will go straight to 5.