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.