

## 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 play 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.