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: Sound
2	The Player presses the button to increase the volume.	
3		The sound of the game increases.

Alternative Flow
2.1 The playes 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.