

## Use case: Main menu

**Summary:** This is the main menu of the game. Here you can start a new game and view the high score list.

**Priority:** Low

**Extends:** -

**Includes:**

**Participators:**

**Normal flow of events**

	Actor	System
1		There is a menu popping up in front of a black background. Menu options: New game, High score
2	The Player presses "New game" in the menu	
3		The menu disappears and the user directed to the actual game play. The first level is loaded, and UC Game Play starts.

### Alternative Flow

#### 2.1.1 The player presses "High score" in the menu

	Actor	System
2.1.1.1	The player presses "High score".	
2.1.1.2		The main menu is replaced by a table with name and score of the players with best scores. Then after a short while the player is redirected to the main menu.