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

The back button is the back button on an Android device.

	Actor	System
1		There is a menu popping up in front of a black background. Menu options: New game, High score, Options, and Instructions
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.

2.1.2 The player presses "Options" in the menu

	Actor	System
2.1.2.1	The player presses "Options".	
2.1.2.2		A settings menu where the player can set settings named "mirrored movement", "enemies", and "music" on and off. By pressing the back button you back to main menu. In another user case the effects of these settings are explained.

2.1.3 The player presses "Options" in the menu

	Actor	System
2.1.3.1	The player presses "Instructions".	

| 2.1.3.2 | | An instruction text is shown. By pressing the back button you go back to the main menu. |

2.1.4 The player presses the back button in the menu

	Actor	System
2.1.4.1	The player presses the back button	
2.1.4.2		Entire game is shut down.