

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. |