

## 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 player 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.