

## Use case: SetGameOptions

Short description: How the user is taken to the game options.

Priority: Low

Participating actors: Actual Player (AP)

Normal flow of events

Actor	System
The user selects "Game Options" on the main menu.	
	The user is taken to a new view showing the options for the game, like screen resolution, fullscreen or window mode and similar stuff.

Exceptional event: No exceptions.