**Basic Course:**

The system displays the Start Screen. The user clicks Start button in the menu. The user clicks on Start New Game button. The system starts the Tutorial Scene, and the user can control the Player. The Start Scene creates a Game Manager, Camera Motor, Level, Enemies, Chests, and NPC.

**Alternative course:**

**The user loads into a save:** The system displays the Start Screen. The user clicks Start button in the menu. The user Clicks on Load Game button. The system starts Previous Scene, and the user can control the player. The Previous Scene loads a Game Manager, Camera Motor, Level, Enemies, Chests, and NPC.