Use Case Description:

Use Case Name:	Start Game
ID Number:	3-1
Type:	Real, Overview
Primary Actor	Player
Brief Description:	This use case describes how the player can begin playing the game.
Importance Level:	High
Stakeholder(s):	Player – wants to be able to begin the game
Trigger(s):	Clicked on in Main Menu by Player

Relationships:

	Association:	Player
	Include:	Start Offensive Game Mode, Start Defensive Game Mode
	Extend:	
	Generalization:	

Normal Flow of Events:

1. Player launches game
2. Game displays the Main Menu
3. Player selects to Start Game
4. Game displays playable game modes
5. Player selects one of the game modes
6. Game mode ends
7. Game displays Main Menu

Sub-flows:

5.a.1   Player Selects the Offensive Game Mode

5.a.2   Game spins up an instance of the Offensive Game Mode

5.b.1   Player selects the Defensive Game Mode

5.b.2   Game spins up an instance of the Defensive Game Mode

Alternate/Exception Flows:

Optional Characteristics: