Use Case: New Game

Summary: This is how the player initiates a new gaming session, starting at the first level.

Priority: High

Extends: –

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure New Game.

	Actor	System
1		Shows selection screen/welcome screen when program is started (e.g. jar is executed).
2	Clicks "New Game" button on screen.	
3		Initiates new game.

Alternate flows

There are no alternate flows.

Exceptional flow

Screen is closed: Exit on close.