Use Case: Exit

Summary: This is how the player exits the game.

Priority: High

Extends: –

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure Exit.

	Actor	System
1	Clicks "Menu" button on top of screen.	
2		Pauses game; shows menu.
3	Clicks "Save and close".	
4		Saves game; system exit.

Alternate flows

There are no alternate flows.

Exceptional flow

Screen is closed: Exit on close.