Use case 5: Player stops execution of the program

Main Success Scenario

1. The user presses on the F5 key
2. The user repeats step 1 until he wants to stop, while program execution has not finished yet.
3. The user presses the Escape key
4. The program stops execution, and resets the grid.

Main Fail Scenario

1. The user presses the Escape key while the program is not executing.
2. Nothing happens.

Lifelines: :myCanvasWindow, :EventHandler, :AreaController, :Exection Controller, :Block, :GameWorld

loop

handleKeyEvent()
[case F5]

executeStep()

execute
OneStep()

opt [executionStack.isEmpty()]

startExecution()

initialiseStack()

opt [!executionStack.isEmpty()]

executeBlock()

execute(gameworld)

opt [executionStack.size() > 0]

executionStack.peek().highlighted = true;

handleKeyEvent()
[case ESC]

stopExecuting()

resetGame()