* “Select Mission”
  + Purpose: To allow user to select a mission
  + Priority: High
  + Actors: System, User
  + Pre-Condition: User must have played that mission before.
  + Post-condition: The user is able to play that mission.
* “Save Progress”
  + Purpose: To allow user to save progress after completing a mission
  + Priority: High
  + Actors: System, User
  + Pre-Condition: User must have completed that mission.
  + Post-condition: User’s progress is saved, can exit game or play another mission.
* “Exit Game”
  + Purpose: To allow user to exit a game
  + Priority: High
  + Actors: System, User
  + Pre-Condition: None
  + Post-condition: The game exits.
* “Continue from saved state”
  + Purpose: To allow user to continue from last saved state
  + Priority: High
  + Actors: System, User
  + Pre-Condition: User must have saved progress the last time he played.
  + Post-condition: The game is loaded to last saved state.
* “Show Information”
  + Purpose: To tell user about the historical reference of the mission after they complete it.
  + Priority: High
  + Actors: System, User
  + Pre-Condition: User must have completed that mission.
  + Post-condition: User can exit game or play another mission.