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| --- | --- |
| Use case ID | UC1 |
| Title | Start a new game |
| Actors | Player |
| Precondition | The player is in the menu screen |
| Postcondition | The player has started a new game and is now at UC6 |
| Flow | The player clicks on the button to start a new game |

|  |  |
| --- | --- |
| Use case ID | UC2 |
| Title | Choose to continue an existing game |
| Actors | Player |
| Precondition | The player is in the menu screen |
| Postcondition | The player is able to view previously saved game states and is able to select one of the loaded save states to continue playing |
| Flow | The player clicks on the button to view previously played game states |

|  |  |
| --- | --- |
| Use case ID | UC3 |
| Title | Exit the game |
| Actors | Player |
| Precondition | The player is in the menu screen |
| Postcondition | The player has exited the game |
| Flow | The player clicks on the button to exit the game |

|  |  |
| --- | --- |
| Use case ID | UC4 |
| Title | Manage game settings |
| Actors | Player |
| Precondition | The player is in the menu screen |
| Postcondition | The player is able to change the game settings (audio, video) |
| Flow | The player clicks on the button to manage game settings |

|  |  |
| --- | --- |
| Use case ID | UC5 |
| Title | Choose game state to continue with |
| Actors | Player |
| Precondition | The player is selecting a game state to continue |
| Postcondition | The player continues the game with a previously saved game state |
| Flow | The player clicks on the button to load an existing game state |