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| **Use Case Name:** Open Main Menu | **ID**: | **Priority**: High | |
| **Actor:** Player | | | |
| **Description:** Player needs a way to open the primary window to access other menus and check character status and inventory. | | | |
| **Trigger**:  Type: 🞎 Button Press 🞎 Event Trigger | | | |
| **Preconditions:**  None. | | | |
| **Normal Course: Information for Steps:**  Player presses button to access Main Menu. Player can select any top level menu or quit the game. | | |
| **Postconditions:**  Menus are displayed or game exits if Quit is chosen. | | |
| **Exceptions**:  None | | |

A picture containing text, clipart

Description automatically generated