**Name:** Customize Sound Settings

1. The player requests to customize settings.
2. The system shows the option to customize sound settings or customize controls settings.
3. The player requests to customize sound settings.
4. The system shows the a slider for Sound Effects volume and a slider for Music volume.
5. The player moves sliders to desired volume levels.
6. The system applies changes by adjusting volume.
7. The player requests to return to the main menu or the current game.

**Extensions**

1a. *Customize settings option is not responding:* System notifies the player to try again later and returns the player to the main menu.

2a. *The player requests to return to main menu:* System shows the player the main menu and the use case is terminated.

3a. *Customize sound settings option is not responding:* System notifies the player to try again later and returns the player to the main menu.

4a. *The player requests to return to settings:* System shows the player the settings menu (step 2).

**Name: View High Scores**

1. The player requests to view highscores.

2. The system displays highscores.

3. The system fills in the highscore table with information of at most 10 highscores.

**Extensions:**

3a. *No highscores are available*: The system will display the blank high score table and will have text indicating there are no available high scores.

**Name:** Customize Controls

1. The user requests to customize settings.
2. The system accesses the current settings.
3. The user selects the “Controls” option from the available settings selections.
4. For each Control, the system loads the pre-existing setting for that control.
5. The user selects the control to customize.
6. When the user indicates the controls have been customized, the system saves the control settings.

**Extensions**:

5a. *The user decides not to change any settings:* The user indicates to return to the settings menu.

6a. *The system does not save:* The system notifies the user and returns to the settings menu.

**Name: Load checkpoint**

1. The continuing gamer plays the game until they reach a checkpoint.
2. The system saves the continuing gamer’s data up to the checkpoint.
3. When the continuing gamer’s in-game character dies, they select the option to load the game from checkpoint.
4. The system retrieves and loads the continuing player’s most recently saved game data.

Extensions:

4a. *The system fails to retrieve and load the continuing gamer’s game data*: The system notifies the continuing gamer and asks them if they want to start a new game.

**Name: Start New Game**

1. New gamer requests to start a new game.

2. The system displays the tutorial for the new gamer.

3. New gamer completes the tutorial.

4. The system displays the first level of the game for the new gamer.

5. The system saves checkpoints as the new gamer plays that they can choose to start from at the next play session.

Extensions:

2a. *Incompletion of tutorial:* If new gamer is unable to complete tutorial in a certain time, the system will display additional messages to assist the new gamer.

5a. *The system fails to save a checkpoint:* The system notifies the user that there was an error saving their progress.

**NAME:** View Help Page

1. The user requests to view help page.
2. System shows user’s objectives for the current level that the user is on.
3. System shows the companions’ data.
4. When the user requests to return to the game, the system will resume the game.

**Extensions:**

2a. *The user has no objectives:* The system will direct the user to a specific area to receive an objective.

3a. *The user currently has zero companions:* The system will notify the user that he/she has no companions.