

Use Case: Pause Menu

Summary: Application is paused and the pause menu is shown.

Priority: medium

Extends: --

Includes: Use case: Pause

Participators: Actual player

Normal flow of events

“Resume Game”-button is pressed.

	Actor	System
1	Actor uses arrow keys up and down	
2		Hovered option changes color
3	Presses Enter when “Resume game”-button is marked.	
4		The “pause menu”-view disappears.
5		The game screen appears.
6		The music level goes back to normal level.
7		The movement of the character is enabled.

Alternate flow

Flow 2.1 The “Sound: on/off”-button is pressed.

	Actor	System
2.1.1	Actor presses the “Sound”-button.	

2.1.2		The image changes from “sound on” to “sound off” or the other way around.
2.1.3		The sound of the game goes on or off.

Flow 2.2 The “Music: on/off”-button is pressed.

	Actor	System
2.2.1	Actor presses the “Music”-button.	
2.2.2		The image changes from “music on” to “music off” or the other way around.
2.2.3		The music of the game goes on or off.

Flow 2.3 The “Controls”-button is pressed.

	Actor	System
2.3.1	Actor presses the “Controls”-button.	
2.3.2		The menu changes to a screen displaying the controls used in the game (arrow keys, enter and esc)

Flow 2.4 The “Exit to menu”-button is pressed.

	Actor	System
2.4.1	Actor presses the “Exit to menu”-button.	
2.4.2		the menu changes into the start menu.

Exceptional flow

There is no exceptional flow.