

## Use Case: Game Over

**Summary:** The main player has lost all lives: Game over

**Priority:** medium

**Extends:** --

**Includes:** --

**Participants:** Actual player

### ***Normal flow of events***

Main player has lost all lives: Game over.

	Actor	System
1		Arrow keys are disabled.
2		Character becomes sad.
3		The game ends and a “Game Over”-label is displayed.
4		Screen changes into “Highscore” view.

### ***Exceptional flow***

There is no exceptional flow.