

Use Case: Start Menu

Summary: Application starts and the start menu shows.

Priority: medium

Extends: --

Includes: --

Participants: Actual player

Normal flow of events

“Start Game”-button is pressed

	Actor	System
1	Actor uses arrow keys up and down	
2		Hovered option changes color
3	Presses Enter while “Start Game” is hovered	
4		The “start menu”-view disappears.
5		The “game world”-view appears.
		A level containing platforms, spikes, candy and candy monsters are spawned randomly in the world. A Status bar appears showing standard values at the bottom of the screen.
		Background music starts playing.
		The playable character appears in the world.

Alternate flow

Flow 3.1 The “Highscore”-button is hovered and pressed

	Actor	System
3.1.1		The “Start menu”-view disappears.
3.1.2		The “Highscore”-view appears.

Flow 3.2 The “Sound”-button is hovered and pressed

	Actor	System
3.2.1		see Pause Menu 2.1

Flow 3.3 The “Music”-button is hovered and pressed

	Actor	System
3.3.1		see Pause Menu 2.2

Flow 3.4: The “Controls”-button is hovered and pressed

	Actor	System
3.4.1		see Pause Menu 2.3

Flow 3.5 The “Exit Game”-button is hovered and pressed

	Actor	System
3.5.1		Application/window closes
3.5.2		Back at desktop

Exceptional flow

There is no exceptional flow.