

Use Case: Pause

Summary: In game the user pauses the game.

Priority: medium

Extends: --

Includes: --

Participators: Actual player

Normal flow of events

Pause game when the game is being played.

	Actor	System
1	Presses "Esc"-button in game	
2		The time pauses.
3		Movement of character is disabled.
4		Music level decreases.
5		The game image appears to freeze and is toned down.
6		The "pause menu"-view appears in the center of the screen.
7		The upper choice is selected.

Alternate flow

There is no alternate flow.

Exceptional flow

There is no exceptional flow.

