3b. Requirements - New Use Case Description 2: Return to Initial Interface (Main Menu)/Implementing a back button

Return to Initial Interface (Main Menu)/Implementing a back button:

Primary Actors	Human players
Stakeholders and Interests	Human players, Developers, Testers
Preconditions	Preconditions for implementing a back button for navigation are: 1. The program must start and show an initial screen or the main menu. The main menu will not have a back button. 2. Functions such as the settings and initiating a game have different pages/panels from the main menu. 3.Before navigating backwards the going forward has to be logical and intuitive. For example the new game button should not go to settings.
Postconditions	The successful implementation of this use case comes from the player able to navigate forward and backwards through the user interface 1. New Game button is pressed from the main menu. 2. More settings appear like difficulty and number of players. 3. Instead of initiating the game the player has forgotten to turn hints of. Player does not have to restart the whole program but can use the back button to go back to main menu. 4.Similar when players has entered the settings page the user can go back to menu and initiate the game with the settings applied.
Main Success Scenario	1.User has started the game and main menu is displayed with different options for the player to interact with 2. Player is able to press the settings button or the New game and it should lead to the correct pages. 3. The player is able to change the settings according to their preference and is able to use the back button to the main menu 4. The new game page features other options like difficulty and player numbers which is implemented later. From here the player can decide to use the back button that goes back to the main menu or initiate the game that leads to another page which is also implement later.

Alternative Flows	1. The player has already started the game and almost halfway through the game and wants to access the settings to change something. This flow will include saving the game feature which hopefully is implemented in the coming iterations.
Exceptions	1. The game crashes or the back button freezes.
Special Requirements	1. The human player can quit the game even when it is the other player's turn.