Scenario

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| Scenario Name: | Exit the game |
| Participating actors: | Player |
| Flow of events: | 1. Player is in the main Screen 2. OR looking at his/her ‘profile’ through Dashboard Screen 3. OR is adjusting Settings 4. OR is choosing level/dimension of the game 5. OR is just playing the game (gameplay Screen) 6. Player presses ‘Exit’ to close the game window 7. A confirmation question pops up to let the Player know the risks of this action 8. If player agrees   Game ends and nothing related to that game is saved/updated in the database   1. Otherwise,   Player remains in the game. |
| Entry condition: | Player is anywhere in the game map |
| Exit condition: | Player is anywhere in the game environment (every screen provides an exit button). |
| Quality requirements: | None |