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| **1.0** | **Start Menu** |
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| **Purpose:** | Allow user to navigate through the game’s option. |
| **Overview:** | Users then select an option from the menu. |
| **Type:** | Essential |
| **Preconditions:** | Game is booted up |
| **Postconditions:** | User goes to a new UI. |
| **Special Requirements:** | The transition to new screen be under 5 seconds |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. This use case begins when a user starts the program. 2. The user selects an option from the main menu. | 1. The program shows new UI appropriate to what the user selected. | | |
| **Alternative Flow of Events** | |
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