

Use Case Name	Access Help menu	
Goal in Context	User should be able to access help menu.	
Preconditions	Internet connection is available	
Success End Condition	User has accessed the help menu	
Failed End Condition	User is unable to access the help menu	
Primary	User	
Secondary Actors	Game	
Trigger	User clicks on help button.	
DESCRIPTION	Step	Action
	1	Player clicks on help button.
	2	Help menu appears on the screen.