

Use Case: Play a specific level

Summary: Choose a specific already passed level to play.

Priority: Medium

Includes: Play level

Participants: Player

Normal flow of events

Choose a level to play

	Actor	System
1.	Click on the level select button	
2.		Show a list of already passed levels.
3.	Choose a level to play	
4.		Start the chosen level
5.	Play level (see use case play level).	

Alternate flows

Flow 2.1

Chooses the wrong level and wants to choose another one

	Actor	System
2.1.1	Chooses a level	
2.1.2		Starts the level
2.1.3	Clicks the back button	
2.1.4		Show the pause screen
2.1.5	Chooses to get back to main menu and the use case starts over	