

Use case: *highscore*

The player should be able to view a highscore of the players previous games.

Priority (high, mid, low): mid

Extends or Includes (other use case)

Participating actors

- Player

Normal flow of events

1. action (actor)
The player has finished a game.
2. response (application)
A highscore is displayed and the game just finished is placed where applicable.
3. action
User can cancel/close the highscore.
4. response
The highscore is removed from view.

Alternate flow

- 3.1 action (actor)
The players clicks on a highscore button or menu item.
- 4.1 response (application)
A highscore list is shown.

Exeptional flow

No exceptional flow expected.