

Use case: *Pause*

The user pauses the game.

Priority low

Extends or Includes (other use case)

Participating actors

- Player (P)

Normal flow of events

1. action (P)
P presses pause-button
2. response (application)
Game freezes until P unpause the game.

Alternate flow

3.1 action (actor)

4.1 response (application)

Exceptional flow: No exception