# Main Menu

## Use Case Name: Start Game

### Participating Actors: User

### Entry Condition: None

### Flow of Events:

#### User wants to play the game

#### User runs the game

#### Main Menu appears

#### User operates keyboard and selects Play Game

### Exit Condition: Submenu appears (Contains: Difficulty, Players)

### Priority: Essential

## Use Case Name: Move Up Menu Control

### Participating Actors: User

### Entry Condition: User has run the game and is at the main menu or a submenu

### Flow of Events:

#### User operates keyboard (Up Arrow Key)

### Exit Condition: Cursor moves up

### Priority: Essential

## Use Case Name: Move Down Menu Control

### Participating Actors: User

### Entry Condition: User has run the game and is at the main menu or a submenu

### Flow of Events:

#### User operates keyboard (Down Arrow Key)

### Exit Condition: Cursor moves down

### Priority: Essential

## Use Case Name: Move Left Menu Control

### Participating Actors: User

### Entry Condition: User has run the game and is at the main menu or a submenu

### Flow of Events:

#### User operates keyboard (Left Arrow Key)

### Exit Condition: Cursor moves left

### Priority: Essential

## Use Case Name: Move Right Menu Control

### Participating Actors: User

### Entry Condition: User has run the game and is at the main menu or a submenu

### Flow of Events:

#### User operates keyboard (Right Arrow Key)

### Exit Condition: Cursor moves right

### Priority: Essential

## Use Case Name: Select Option Menu Control

### Participating Actors: User

### Entry Condition: User has run the game and is at the main menu or a submenu

### Flow of Events:

#### User operates keyboard (Enter key) and selects option

### Exit Condition: Option brings up next screen or next selection

### Priority: Essential

## Use Case Name: Number of Players

### Participating Actors: User

### Entry Condition: User has selected "Play Game" from the main menu and is in the submenu that appears

### Flow of Events:

#### User operates keyboard and selects "Players"

#### User operates keyboard and selects "1" or "2"

### Exit Condition: User selects "Start" or "Back"

### Priority: Essential

## Use Case Name: Difficulty

### Participating Actors: User

### Entry Condition: User has selected "Play Game" from the main menu and is in the submenu that appears

### Flow of Events:

#### User operates keyboard and selects "Difficulty"

#### User operates keyboard and selects "Easy", "Medium", or "Difficult"

### Exit Condition: User selects "Start" or "Back"

### Priority: Essential

## Use Case Name: High scores

### Participating Actors: User

### Entry Condition: None

### Flow of Events:

#### User wants to play the game

#### User runs the game

#### Main Menu appears

#### User operates keyboard and selects "High Scores"

#### User uses arrow keys to navigate through tabs of difficulty levels

### Exit Condition: Submenu appears (Contains Player Names, Score, and Time

### Priority: Essential

## Use Case Name: Options

### Participating Actors: User

### Entry Condition: None

### Flow of Events:

#### User wants to play the game

#### User runs the game

#### Main Menu appears

#### User operates keyboard and selects "Options"

### Exit Condition: Submenu appears (Music Volume, SFX Volume, Controls)

### Priority: Desirable

## Use Case Name: Music Volume

### Participating Actors: User

### Entry Condition: User has selected "Options" from the main menu and is in the submenu that appears

### Flow of Events:

#### User operates keyboard and selects "Music Volume"

#### User adjusts Music Volume

### Exit Condition: User operates keyboard and selects "Previous menu"

### Priority: Desirable

## Use Case Name: SFX Volume

### Participating Actors: User

### Entry Condition: User has selected "Options" from the main menu and is in the submenu that appears

### Flow of Events:

#### User operates keyboard and selects "SFX Volume"

#### User adjusts SFX Volume

### Exit Condition: User operates keyboard and selects "Previous menu"

### Priority: Desirable

## Use Case Name: Controls

### Participating Actors: User

### Entry Condition: User has selected "Options" from the main menu and is in the submenu that appears

### Flow of Events:

#### User operates keyboard and selects "Control Scheme"

#### User adjusts Control Scheme (WASD or Arrow Keys)

### Exit Condition: User operates keyboard and selects "Previous menu"

### Priority: Desirable

## Use Case Name: Quit

### Participating Actors: User

### Entry Condition: None

### Flow of Events:

#### User wants to play the game

#### User runs the game

#### Main Menu appears

#### User decides to quit the game

#### User operates keyboard and selects "Quit"

### Exit Condition: Game Exits

### Priority: Essential