Get Game Instruction Scenario

User's Input
(Open
instructions)

:Main
Window

:Instruction's
window

:Instructions

open()

openInstruction()

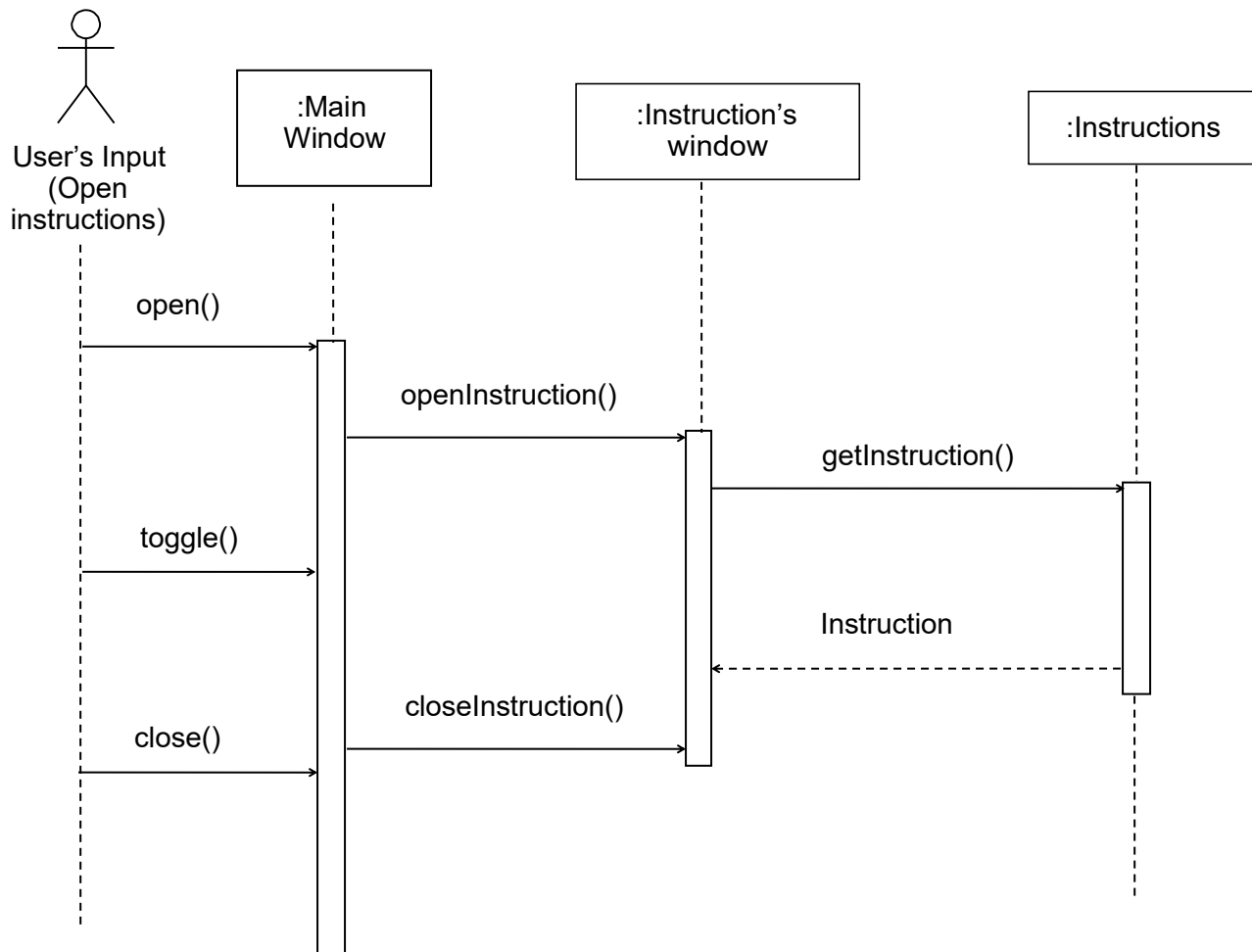getInstruction()

toggle()

Instruction

closeInstruction()

close()

Note: if the application is closed the Instruction's
window should also close.