**User Scenario: Main Menu User**

**1. Start a Game**

**Primary Actors:** User

Scoreboard

**Preconditions:** User is at main menu

User has not started a game yet

**Basic Flow of Events:**

1. The user presses the *Start Game* button.

2. The user selects how many players are in the game (3-6).

3. The scoreboard system initializes the in-game scoreboard (resets it in case it was used).

4. After this, the game will begin.

**Alternative Flows:**

1a. Game does not start.

1a1. Display error; return to main menu.

2a. User selects a number outside of the range from 3-6.

2a1. Display error message; prompt number from 3-6.

3a. Scoreboard does not get reset.

3a1. Display error message.

**2. View the Overall Scoreboard**

**Primary Actors:** User

Scoreboard

**Preconditions:** User is at main menu

User has not started a game yet

**Basic Flow of Events:**

1. The user presses the *View Scoreboard* button.

2. The scoreboard system retrieves the overall scoreboard and displays it to the user.

**Alternative Flows:**

2a. Scoreboard does not work.

2a1. Display error message; return to main menu.

**3. Quit the Game**

**Primary Actors:** User

**Preconditions:** User is at main menu.

**Basic Flow of Events:**

1. Player presses the *Quit Game* button.

2. Game exits.

**Alternative Flows:**

1a. User is currently in-game.

1a1. Use the alternate button (still labeled as *Quit Game*).

2a. Game does not exit.

2a1. Display error message, recommending user to forcefully close.