

Use case: Pause the game to do some other functions.

Iteration: 1, last modification: Feb 17 by group4.

Primary actor: Player.

Goal in context: Stop and restart/quit this game you are playing

Preconditions: Player must be playing the game.

Trigger: The player decides to stop the game for a break or wants to restart/quit the game.

Scenario:

1. The player presses "ESC" on the keyboard or clicks "PAUSE" when playing the game.
2. The game stops and shows 3 buttons "Resume", "Rules" and "Quit".
3. The player can click "Rules", then the computer will show you the specific rules of this game.
4. After the player reads the rules, the player clicks the close button to let the computer go to step 2.
5. The player can click "Resume" to come back to the game they are playing.
6. Or the player can click "Quit" to give up the game they are playing.
7. The computer will show the screen that the game has not started yet.

Priority: Moderate priority, to be implemented after basic functions.

When available: Second or third phase.

Frequency of use: Frequent.

Channel to actor: Via a computer with screen, mouse and keyboard.

Secondary actors: Game developer.

Channels to secondary actors:

1. Game developer: PC-based system.