Use case: EndGame

Short description: How a player quits a running game

Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
| Player clicks physical “back” button on the phone |  |
|  | The game pauses. |
|  | A modal panel appears that asks if the player want to quit the ongoing game or not. |
| Player clicks “yes” button |  |
|  | Game is ended, without saving any data. |
|  | The menu is displayed. |

Alternate flow: Player clicks “no” button in second actor event

Modal panel disappears and after a short delay, the game is continued.