Use case: PlayGame

Short description: How a player starts a new game.

Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
| Player clicks “new game” button |  |
|  | The view is changed to one that displays the different game modes available. |
| Player clicks on the game mode she wants to play |  |
|  | Starts a new game. An exited game will not be restored (see UC: EndGame) |