Use case: ResumeGame

Short description: How a player resumes a game after it being automatically paused due to incoming call or system notification

Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
| Player clicks “Resume game” button from the pop-up window that is showing when the game is paused |  |
|  | The pop -up is closed and the game is continued after a short count down |