

## Use case: Select Menu

**Summary:**

The user presses the “main menu” button and the select options window comes up.

**Priority:**

High

**Extends:**

Select Options

**Includes:**

End Game

**Participants:**

Actual player

**Normal flow of events:**

The player presses the “main menu” button

	Actor	System
	Player goes to “ <b>main menu button</b> ” by <u>pressing right arrow</u> .	
1		Previous option button changes color from red to white. Main menu button changes from white to red.
2	Player <u>chooses the “main menu”</u> by pressing enter.	
		Game over window plays transition animation by being dragged upwards out of view. The “select option” window lies under the window.