

# Use Case: Back

**Summary:** The player can return to main menu.

**Priority:** High

**Extends:** Select Options.

**Includes:** Customize Player

**Participants:** The player.

## Normal flow of events

	Actor	System
1	The player <u>navigates with arrow keys up/down</u> to select "Back".	
2		The "Back" <u>gets highlighted</u>
3	The player presses enter to <u>select</u> "Back"	
4		The "Customize player" window gets <u>replaced</u> with " <b>Main menu</b> " window.