

Use Case: Select Rounds

Summary: The user can select how rounds there are going to be in the game, how many times the players can play etc.

Priority: High

Extends: Possible condition for the Rounds

Includes: the menu

Participators: The player

Normal flow of events

	Actor	System
1	The user presses keys to <u>select number of rounds</u>	
2		The rounds are represented by numbers on the start menu .

***Klasser**

*Metoder