

Use Case: Select Difficulty

Summary: The user can select how difficult the game will be, if it will easy, medium, hard etc.

Priority: High

Extends: Possible condition for the Difficulty

Includes: the menu

Participators: The player

Normal flow of events

	Actor	System
1	The user presses keys to <u>select</u> the difficulty	
2		Difficulties <u>easy, medium and hard</u> are shown by equivalent text in the start menu .

***Klasser**

*Metoder