

Use case: Pause

Summary:

The player presses the pause button and the game pauses.

Priority:

High

Extends:

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Includes:

DoTurn

Participants:

Actual player

Normal flow of events:

The player presses the pause button.

	Actor	System
1	Player presses "pause button" with left mouse button.	
2		Game freezes and the text " <u>Game Paused</u> " is shown on top of game field.