Use case: Exit

Summary:
The user scrolls down to the "exit game" option and shuts down the program.

Priority:
High

Includes:
Select options

Participants:
Actual player

Normal flow of events:
Player presses exit game and the game shuts down

	Actor	System
1	**Player** uses down arrow key to <u>scroll</u> down to the button "**exit game**".	
2		Every button in **menu** goes from white to red, and back to white as the player scrolls through the **options**.
3	Player is at the button "exit game" and presses enter key.	
		The game shuts down completely.