

## Use case: Select Menu

**Summary:**

The user presses the “main menu” button and the select options window comes up.

**Priority:**

High

**Extends:****Includes:**

DoTurn

**Participants:**

Actual player

**Normal flow of events:**

The player presses the “main menu” button.

	Actor	System
	Player presses “Main Menu” button with left mouse button.	
1		A dialogue pops up with the text: “Are you sure that you want to quit current game?” and two buttons: “yes” and “no”.
2	Player presses “yes” button with left mouse button.	
		Pop-up window disappears and a transition animation plays by showing the select options window with a “curtain-dragging” effect.

**Alternate flow:**

The player presses the “main menu” button.

	Actor	System
	Player presses “Main Menu” button with left mouse button.	
1		A dialogue pops up with the text: “Are you sure that you want to quit current game?” and two buttons: “yes” and “no”.
	Player presses “no” button with left mouse button	
		Dialogue window disappears.