Use Case: Select Players

Summary: The user can select how many players there is going to be in the game.

Priority: High

Extends: Possible AI

Includes: the menu

Participators: The player

Normal flow of events

	Actor	System
1	The user presses keys to <u>select</u> number of players	
2		2 to 10 **players** can be chosen. The number of players is represented by **numbers** in the **start menu**.
		Number of players is represented in a **dialog** in the top right corner when game <u>starts</u>.

*Klasser
<u>*Metoder</u>