Use case: Play again

Summary:
The user presses the "play again" button and the round with the same options restarts.
Priority:
High
Extends:
Do Turn
Includes:
End Game
Participants:
Actual player

Normal flow of events:
The player presses the "play again button"

	Actor	System
		"play again" button is marked with red color.
1	Player chooses the "play again" by pressing enter.	
2		Game over **window** plays transition animation by being dragged upwards out of view. The **game plan** lies under the window.