

UseCase: *ShowRules*

Short description: How a user sees the rules.
Priority Low.
Extends or Includes None.
Participating actors: Any player that wants to see the rules, the application.

Normal flow of events

A game is not running and the start view is visible.

Actor	System
The player clicks on the “Rules” button in the start view.	
	The entire GUI is replaced by a panel with the rules. In the top right corner, a ‘Start a new game’ button appears.
The player clicks the “Start A New Game” button.	
	The application take the user back to the start view.

Alternate flow

A game is currently running.

Actor	System
The player clicks on the “Rules” button in the menu.	
	The entire GUI is replaced by a panel with the rules. In the top right corner, a ‘Start a new game’ button appears, and in the left top corner, a ‘Continue Game’ button appears.
The player clicks the “Continue Game” button.	
	The application take the user back to the running game.

Exceptional flow

There is no exceptional flow.