

# Use Case: MM\_StartNewGame

**Summary:** This is what will happen after the player selects the “Play” in mainMenu.

**Priority:** High

**Extends:** -

**Includes:**

**Participator:** One player, the application.

## Normal flow of events

The player click on the “Play” button in the main menu.

	Actor	System
1	The player press enter when the player has selected the “Play” in MainMenu	
2		The player will see the Graphical user interface where the “action-part” is, in our game.
3		The player will see a white triangle in the middle of the screen, which is the player.
4		The player will see a current level in upper left corner which is set to 1
5		The player will see a number showing how many kids he may fail to protect the shop from, which is below the current level in upper left corner.
6		The player will see his current Money in upper right corner which is set to 0
7		The player will see a red area to the left which represent the Toyshop the player’s goal is to hinder kids to reach.
8		The player will see the one candy type right next to current level, which is selected.
9		The player will see empty area between the first candy and money, which will be

		filled with more candy when player unlock them in CandyShop after the player has completed the level.
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