

Name: Evan Su

Project: AstroExplorer: Voyage Home

Requirements:

- UR-08: A player must be able to exit the game and return to the main menu.

Use Case Documents:

Identifier:	UC-04
Name:	Access Menu
Description:	A player can exit an active game session to the main menu through a sequence of interactions with the in-game user interface.

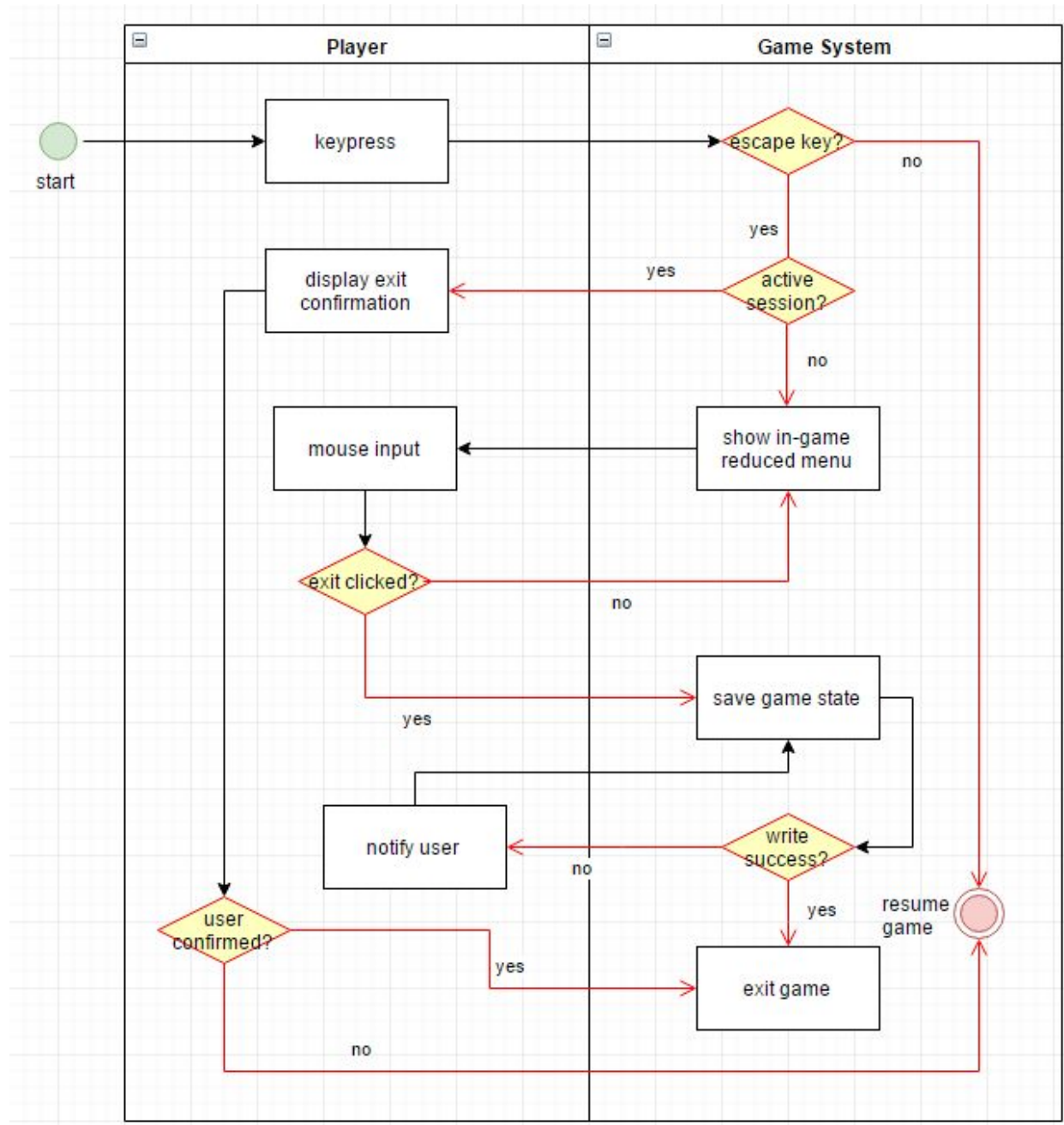
Actors:	Players		
Pre-conditions:	The application must be running with an active game session.		
Post-Conditions :	The player has exited the game and returned to the main menu interface.		
Use Frequency:	Several times an hour during game sessions.		
Event Flow:		Actor Action	System Response
	1	Press the escape key.	An intermediate menu is shown.
	2	Click on “Return to Main Menu”.	Exit confirmation is shown to user.
	3	User clicks on confirmation.	Game is saved and menu is shown.

Identifier:	UC-08
Name:	Exit Game
Description:	A player can exit the game from any place within the running application.

Actors:	Players
Pre-conditions:	The game application must be running.

Post-Conditions :	The game has cleanly exited to the operating system.		
Use Frequency:	Once whenever ending a game session.		
Event Flow:		Actor Action	System Response
	1	Press the escape key.	A menu or dialogue is brought up.
	2	Click on “Exit Game”.	Exit confirmation is shown to user.
	3	User clicks on confirmation.	Game saves and exits to system.

Activity Diagram:



Requirement ID: UR-08

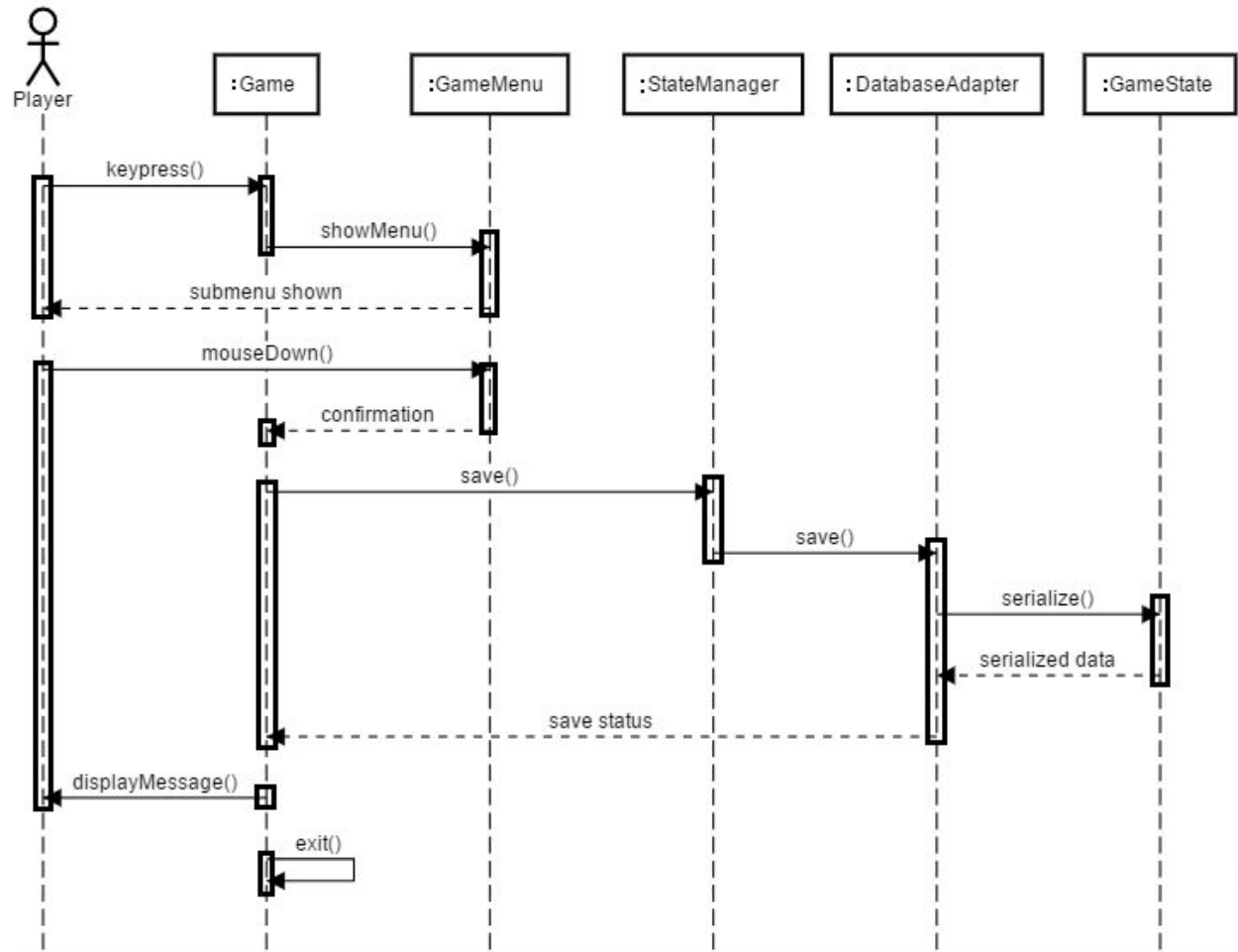
Use Case IDs: UC-04, UC-08

Use Case Names: Access Menu, Exit Game

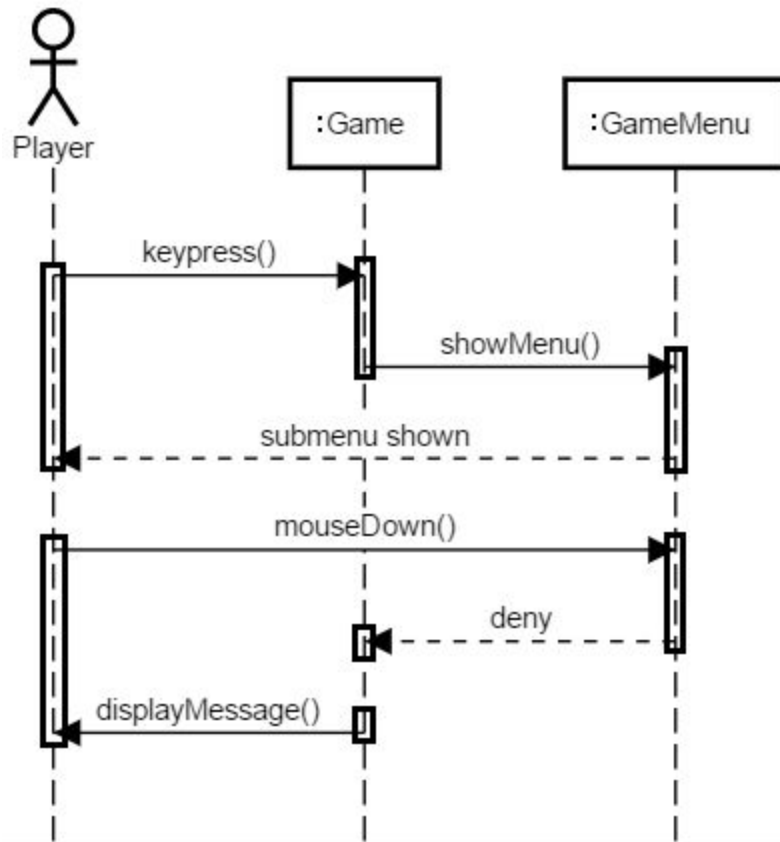
Author: Evan Su

User Interactions:

Use Case: Exit Game



Use Case: Exit Game



Requirement ID: UR-08

Use Case ID: UC-08

Use Case Description: The player must be able to use a keypress to show a game sub-menu, and also be able to use that menu to exit the game. Confirming an exit on that menu will save the game and terminate the application, while denying it will keep the game instance running.