

Use case: Menu

Actor: Player(Monster)

Pre-Condition: Game application has been launched

Post-Condition: N/A

Events:

1. Game application opens window to play game in
2. Background and menu buttons load
3. System waits for user input

Extensions:

3a: User presses 'start game'

3a.1: Application displays game settings screen

3a.2: System waits for user input

3a.3: User presses 'done'

3a.4: Game cycles until there is a winner

5a.5: Rejoin step 3

3b: User presses 'exit'

3b.1: Application closes and shuts down

3c: User presses 'settings'

3c.1: Application displays program settings screen

3c.2: System waits for user input

3c.3: User presses 'save'

3c.4: Rejoin step 3

Menu
newGame()
options()