Use case: Options
Actor: Player(Game host)
Pre-Condition: The game has been opened and the options button was clicked
Post-Condition: Settings have been saved
Events:
1. Player clicks on 'options' button from the main menu
   2. Application displays the options page
3. Player changes settings and hits 'save' button
   4. Application saves the new settings into player file
5. Application displays main menu page again

Extensions:
  3a: User clicks "back" button
    3a.1: Application displays main menu page