Use Case: Game Setup

Actor: Player

Pre-Condition: Player has selected the "play" button on the main menu

Post-Condition: N/A

Events:

1. Application displays number of players screen

    2. Application waits for user input

3. Player clicks "next" button

    4. Application displays character selection screen

5. Depending on number of players, application allows each player to individually select their character

    6. Application waits for user input

7. Player clicks "next" button

    8. Application loads game cycle

Extensions:

    3a: User presses "cancel" button

        3a.1: Application loads main menu

    5a: User presses "back" button

        5a.1: Application loads number of players screen

        5a.2: Rejoin step 1

⊟ GameSetup
chooseCharacter()
startGame()