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

