Use Case: ChooseLevel

Summary: This is how the player initiates a gaming session by choosing one of the unlocked levels. The system remembers which levels have been unlocked.

Priority: High

Extends: –

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure ChooseLevel.

	Actor	System
1	Clicks "Choose Level" button on main-menu screen.	
2		Loads available levels as clickable buttons, remaining levels as non-clickable (grey).
3	Clicks on one of the available levels.	
4		Initiates game starting at chosen level.

Alternate flows

There are no alternate flows.

Exceptional flow

Screen is closed: Exit on close.