

Use Case: NewGame

Summary: This is how the player initiates a new gaming session, starting at the first level.

Priority: High

Extends: -

Includes: -

Participators: Actual player

Normal flow of events

A standard procedure New Game.

	Actor	System
1	Starts program (e.g. executes .jar file).	
2		Shows selection screen/welcome screen.
3	Clicks "New Game" button on screen.	
4		Shows character selection screen.
5	Chooses character to play as.	
6		Initiates new game.

Alternate flows

There are no alternate flows.

Exceptional flow

Screen is closed: Exit on close.