

Use Case: Exit

Summary: This is how the player exits the game.

Priority: High

Extends: –

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure Exit.

	Actor	System
1	Presses 'ESC' button.	
2		Pauses game; shows pause menu.
3	Clicks 'Quit' button.	
4		System exit.

Alternate flows

Flow 1.1: Actor exits through main menu

	Actor	System
1	Presses 'Quit' button.	
2		System exit.

Flow 1.2: Actor exits through Game Over screen

	Actor	System
1	Presses 'Quit' button.	
2		System exit.

Exceptional flow

Screen is closed: Exit on close.