UI1 Play Game

The user should be able to click the "Play Game" button on main menu and select topic/character screen will load.­

UI2. Options

The user should be able to access the "Options" menu and make changes on the different option settings. (change graphics/resolution/volume)

UI3. Exit to Desktop

The user should be able to exit the game by clicking the “Exit Game” button which is located in the main menu.

UI4. Choose Character

The user should be able to choose between two characters that are shown after the “Play Game” button is clicked and play it.

UI5. Choose C Topic

The user should be able to choose which C topic will be covered within the game through a drop-down menu which is also shown after clicking the “Play Game” button.

UI6. Pause Game

The user should be able to pause the game and access the options menu by clicking “Esc” key which pauses the current game.

UI7. Continue Game

The user should be able to continue the game after it has been paused by pressing the “Esc” key once again and continue playing the game.

UI8. Exit to Main Menu

While the user is already playing the game, the user should be able to exit to the main menu by pressing the “Esc” key which pauses the game and clicking the “Exit to Main Menu” button which then moves the user to the main menu of the game.

UI9. Change Graphics

The user should be able to change the graphics quality of the game to adjust its display quality by accessing the “Options” menu while in the main menu.

UI10. Adjust Volume

The user should be able to change the volume of the game’s background music which is accessed by clicking the “Options” button while in the main menu.

UI11. Change Resolution

The user should be able to change the game’s resolution from full screen into various resolutions that can be selected and to change the resolution the user can do so by accessing the “Options” menu while in the main menu.