

<b>Use Case Name</b>	Quit Game Feature
<b>Summary</b>	<p>The user will be able to quit out of a game as it is ongoing. Quitting the game provides two options: restart the game or return to the main menu.</p> <p>Technical description: The player will be able to input a predetermined key to bring up a popup menu. Once the popup menu is on the screen, the player will be able to either close the menu and continue playing the current game, restart the game, or return to the main menu. Choosing any of these causes the appropriate method concerning the option to be called.</p>
<b>Basic Flow</b>	<ol style="list-style-type: none"> <li>1.) User imputes the predetermined key for the popup menu during an ongoing game.</li> <li>2.) Popup menu shows up with three options the user can select: Close menu, return to main menu, and restart game.</li> <li>3.) If the user closes the menu, they will go back to the ongoing game.</li> <li>4.) If the user chooses to return to the main menu, the game will end and the suer will be displayed with the main menu.</li> <li>5.) If the user chooses to restart the game, the game board will be reset to starting positions and the user will be given control of the character.</li> </ol>
<b>Preconditions</b>	The board and character are loaded, and the player is “playing” the game. This means that the player can move the character.
<b>Postconditions</b>	<p>The system registers the imputed choice and executes the correlated command. The system will then do 1 of 3 actions based on the choice the user made.</p> <ol style="list-style-type: none"> <li>1.) The system will return to the current game.</li> <li>2.) The system will execute the method that returns to the menu. This will end the current game and bring up the main menu.</li> <li>3.) The system will execute the method that restarts the game. This will reset the board to the starting position.</li> </ol>
<b>Alternative Flows and Exceptions</b>	If the user inputs a move whilst the popup menu is open that would correlate to a move for the character, the menu will close and consider that the payer mistakenly opened the popup menu.