Sequence Diagrams

**Sequence of UI operations**

1. User opens system and is presented with menu options.
   1. Play Single Player
   2. Start Multiplayer Game
   3. Find Multiplayer Game
   4. Options
   5. Exit
2. User can enter the options screen and enter their name and desired settings.
3. User can then select the menu entry to reflect which sort of game they wish to play.

**Start Sequence**

*ScreenManager, MenuScreen*

<<User>>

Client

ScreenManager

Arrow keys, Space (Menu Selection)

if(play game)

If(options)

if(exit)

**RETURN** OptionsScreen

**RETURN** New Screen

**Return** Program Exit

System Start

Menu Screen

Load Screen

**RETURN** New Screen

Exit

**Changing Settings**

OptionsScreen, Settings, Profile

if(name)

If(Screen Size)

<<User>>

Client

Options Screen

Arrow keys, Space (Menu Selection) (Menu Selection)

if(AI Mode)

Settings

Toggle Difficulty

**Return** New Difficulty Changed

Toggle Screen Size

**Return** New Screen Size

Change Name

**Return** Editable Field

Text (Name)

Change Name

Profile

**RETURN** Editable Field

**Return** Name Stored

Exit

**RETURN** Settings Saved, Menu Screen

Menu State Diagram