



Use case: Save the new high score

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Cross-reference: Issue [#20](#)

Purpose: Update the users new high score

Overview: After the game ends and the users has improved on his/her score he/she will be prompted to enter a nickname of choice which will be displayed on the scoreboard. After pressing 'submit' the score will be sent to the database and the previous high score will be overridden. If the user however closes the game before he/she has submitted the score, the new high score will not be updated