

- Use Case: Interact with game menu screen
- Author: Matei
- Purpose: Play the game
- Overview: The user is presented with the main menu of the game. He is presented with the choice of playing a local game. Choosing this option results in the start of a new local game. Optionally, the user is able to see the scoreboard by choosing the Scoreboard option. Finally, the user can exit the menu/ game by choosing the Exit option.
- Actors: User of the local system
- Pre-conditions: The user is logged in
- Post-conditions: The user exits the main menu and is presented with the chosen option

