UC 3 Quit Game

Precondition: The game is running.

Postcondition: The game is terminated.

Main scenario

- 1. Starts when the user wants to quit the game.
- 2. The system prompts for confirmation.
- 3. The user confirms.
- 4. The system terminates.

Alternative scenarios

- 3.1. The user does not confirm
 - 1. The system returns to its previous state