



Alternative Flow 2: Reset to Default

Player

UserInterface

System

SettingsDatabase

resetToDefaults()

getDefaultSettings()

retrieveDefaultSettings()

returnDefaultSettings()

showDefaultSettings()

displayDefaultSettings()

confirmSettings()

saveSettings()

persistDefaultSettings()

settingsSaved()

returnToMainMenu()

showMainMenu()

Exception: System Error While Saving

Player

UserInterface

System

SettingsDatabase

confirmSettings()

saveSettings()

persistSettings()

returnSaveError()

logError()

notifyError()

showErrorMessage()

getDefaultSettings()

returnDefaultSettings()

restoreDefaultSettings()

promptRetry()

opt [Player chooses to retry]

selectPreferredSettings()

Resume at validateSettings()

Player

UserInterface

System

SettingsDatabase