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**Use Case Descriptions**

Name: newGame

Participating Actor: player

Entry Condition:

* Player runs the app
* Player taps the “new game” button on the main menu

Exit Condition:

* Player has hit the button and a new game has launched

Name: continueGame

Participating Actor: player

Entry Condition:

* Player runs the app
* Player had a previously played game saved
* Player selects “continue game” on the main menu
* Player is put into their previous game

Exit Condition:

* Player selects “continue game” and the game launches for them to play

Name: Options

Participating Actor: player

Entry Condition:

* Player runs the app
* Player selects “options” on the main menu

Exit Condition:

* Player selects “options” and they are brought to the options menu

Name: Volume

Participating Actor: player

Entry Condition:

* Player runs the app
* Player selects “options” on the main menu
* Player changes their volume settings

Exit Condition:

* Player exits the options menu and their settings save

Name: Customize

Participating Actor: player

Entry Condition:

* Player runs the app
* Player selects “options” on the main menu
* Player customizes their character

Exit Condition:

* Player exits the options menu and their settings save

Name: Leaderboard

Participating Actor: Player

Entry Condition:

* Player runs the app
* Player selects “options” on the main menu
* Player looks through the game leader board

Exit Condition:

* Player exits the options menu

Name: Save Options

Participating Actor: Player

Entry Condition:

* Player runs the app
* Player selects “options” on the main menu
* Player finishes changing their options
* Player hits the exit button

Exit

* Player is taken back to the main menu

Name: playGame

Participating Actor: Player

Entry Condition:

* Player runs the app
* Player selects “new game” or “continue game” at the main menu
* Player is taken to the game screen
* Player tilts the phone to play the game

Exit Condition:

* Player pauses the game
* Player exits the game and is taken to the main menu

Name: pauseGame

Participating Actor: Player

Entry Condition:

* Player runs the app
* Player selects “new game” or “continue game” at the menu
* Player is taken to the game screen
* Player plays as much of the game as they wish
* Player hits the “pause game” button

Exit Condition:

* The game is paused

Name: exitGame

Participating Actor: Player

Entry Condition:

* Player runs the app
* Player selects “new game” or “continue game” at the main menu
* Player is brought to the game screen
* Player plays as much of the game as they wish
* Player pauses the game
* Player hits the “exit” button

Exit Conditon:

* Player is brought to the main menu