**Player Clicks New Game:**

Use Case:

Player opens up the game and the system displays the Main Menu and the Player clicks on the Play Game Button. When the button is clicked, the system displays the Select Save menu. The Player selects the save they want to load and the clicks the Load Button. The system then loads the Save State.

Alternate Course:

Player has no save states:

If the Player has no saved states for the game, the system will create a new game and the Player can start from the beginning.

**Player Clicks Attack:**

Use Case:

On the Battle Screen, the Player clicks on the Attack Button. The system then displays the Attack Choice Screen. From this screen the Player picks the Attack that they want to use. The system then does damage calculations and accuracy checks and deals that amount of damage to the enemy.

Alternate Course:

Player is out of Stamina:

If the Player is out of Stamina the system will display that the Hero Unit is out of Stamina and then will return them to the Battle Screen to choose a different option.

Player is out of Moves:

If the Player is out of Moves the system will display that the Hero Unit is out of Moves and then will return them to the Battle Screen to choose a different option.