
Global Frog Games

Sir Stanley's Well Rounded Adventure Use-Case 08: Pause Button Pressed

Version 1.0

Global Frog Games

Revision History

Date	Version	Description	Author
3/2/20	1.0	initial pause screen writeup	Sellars Levy

UC-08 Pause Screen

Brief Description:

After the pause button is pressed, the game state should freeze and the pause screen should appear with two buttons: resume game and return to map.

Primary Actor: Player

Level: User

Stakeholders and Interests:

Preconditions: A Mini-Game is being played

Postconditions: The pause screen disappears and game resumes or returns to map

Trigger: The pause button is pressed.

Main Success Scenario:

1. The pause button is pressed
2. The game state is frozen
3. The pause screen appears
4. The player presses the 'resume' button
5. The pause screen disappears and the game state is unfrozen

Extensions:

- 4a. The player presses the 'return to map' button
 - 4a1. The game changes scenes to the map screen

Priority: High

Secondary Actors: The system

Special Requirements: N/A

Open Issues: N/A