

Precondition:

The game is not running.

Main scenario:

- 1- Starts when the user wants to play.
- 2- The system starts the game.

Alternative scenario:

- 1- The user wants to quit the game.
 - 1.1 The system terminates.
- 2- The user wants to go main menu.
 - 2.1 The system presents the main menu.

Game starts:

- 1- System chooses the word.
- 2- System offers to guess a letter.
- 3- The player enters a letter.
- 4- If it is correct the program displays this letter instead of blanks on its position.
 - 4.1. Back to point 2.
- 5- If it is not correct, the player will lose one attempt, the remaining attempts will be presented on the screen.
 - 5.1. Back to point 2.
- 6- If all letters are guessed, display the word and attempts.
 - 6.1. Return to step 1.
- 7- If the user has used all lives, display the information.
 - 7.1. Return to step 1.