***Start One Player Game Use Case***

**1. Description**

User starts a new game against Enemy AI.

**2. Actors**

User.

**3. Basic Flow**

{Click Button}

3.1: User clicks on the start button.

3.2: System registers a click and starts a new game against Enemy AI.

**4. Alternative Flows**

4.1: At {Click Button}, User fails to navigate mouse correctly and the button press does not register.