

Precondition: The user starts the game

Postcondition: The user chose a setting for a game and start to play.

### **Main scenario**

1. Starts when the user wants to choose a single player or multiplayer game option.
2. The system presents a menu with a difficulty options.
3. The user chose a difficulty.
4. The system starts the game.
5. The user input character to guess the word.
6. The system shows result of guessing and ask for next guess.
7. The user input character again until the rounds finish.
8. The system shows the result, if the user win or lose.

### **Alternative scenarios**

4.1 The Gamer makes the choice to quit the game.

1. The system quits the game.

5.1 The user pressed invalid character, while guessing the word.

1. The system shows a message that is invalid character.
2. The system does not count the round which it's invalid input.
3. The system ask again to input a valid character.