

Precondition: The user starts the game

Postcondition: The user chose a settings for a game, and start to playing.

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 starts to play the game.
6. The system shows if the user win or lose after many rounds.

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's invalid a character.
2. The system does not count the round which it's invalid input.