USE CASE SPECIFICATION

USECASE NAME	GUESS IT GAME
RELATED REQUIREMENTS	Requirement A.1
GOAL IN CONTEXT	To play a single player game
PRE CONDITIONS	Player runs the game on greenfoot
SUCCESSFUL END CONDITION	The player has played the game Guess It
FAILED END CONDITION	The player has not been able to play/finish the game.
PRIMARY ACTORS	User, Computer
SECONDARY ACTORS	None
TRIGGER	The user clicks on the play button
MAIN FLOW	STEP1: The user loads the game. STEP2: The user provides name to the computer. STEP 3: The game is initialized. STEP 4: The user selects an operation and condition STEP 5: The computer executes the operation and condition. STEP 6: The user submits the answer. STEP 7: The computer displays the number. STEP 8: The user exits the game.
EXTENSIONS	STEP 1.1: The computer loads the play game world. STEP 4.1: The computer loads the main play game logic world. STEP 6.1: The system displays the result of the operation. STEP 8.1: The system stores the number of moves and time in the database.