**Planning**

|  |  |  |
| --- | --- | --- |
| Task | Expected time | Actual time |
| Task 1 | 20m | 15m |
| Task 2 | 1h | 1.5h |
| Task 3 | 1h | 40m |
| Task 4 | 1h | 2h |

**Use Cases**

**UC 1 Start Game**

Precondition: none.

Postcondition: the game menu is shown.

**Main scenario**

1. Starts when the user wants to begin a session of the hangman game.
2. The system presents the main menu with a title, the option to play, view highscores and quit the game.
3. The Gamer makes the choice to start the game.
4. The system starts the game (see Use Case 2).

*Repeat from step 2*

**Alternative scenarios**

3.1 The Gamer makes the choice to quit the game.

1. The system quits the game (see Use Case 2)

3.2 The player makes the choice to view the highscore list

1. The System displays the top 10 scores and the names of the players who made them

2. The player chooses to go back to the menu

4.1 Invalid menu choice

1. The system presents an error message.
2. Goto 2

**Use case 2: Play Game**

**Precondition: The game is running**

**Postcondition: The player’s score is saved**

**Main scenario**

1. Starts when the player wants to play the game.
2. The system asks the player for a name.
3. The player enters their name.
4. The system chooses a new word and displays the number of letters the player has to guess.
5. The player inputs a letter.
6. The system determines whether the letter is correct and keeps track of the player’s mistakes.
7. The player guesses all the letters in the word.
8. The system assigns the player a score and gives the option to play again or to quit.
9. The player chooses to play again.

Repeat from step 4

**Alternative scenarios**

5.1 The player inputs a non-letter character

1. The system counts the character as a mistake.

7.1 The player makes too many mistakes

1. The system saves the player’s score and displays the game menu (see UC1).

9.1 The player chooses to quit the game

1. The system saves the player’s score and displays the game menu (UC1)

**UC 3 Quit Game**

Precondition: The game is running.

Postcondition: The game is terminated.

**Main scenario**

1. Starts when the user wants to quit the game.
2. The system prompts for confirmation.
3. The user confirms.
4. The system terminates.

**Alternative scenarios**

3.1. The user does not confirm

1. The system returns to its previous state