***Start Game Use Case***

**1. Description**

This use case lets an actor start a game

**2. Actors**

User

**3. Basic Flow**

{Select Start Game}

1. The actor clicks the Play button on the main menu
2. The system removes the main menu and displays the difficulty menu

{Select Difficulty}

1. The actor clicks the Easy, Medium, or Hard button on the difficulty menu
2. The system removes the difficulty menu and starts a game of the selected difficulty

**4. Alternative Flows**

*4.1. Handle Cancellation*

At {Select Difficulty} if the actor cancels out of the difficulty menu,

1. The system removes the difficulty menu and displays the main menu