**Task 2.2 Fully Dressed Use Case Diagram for UC2: Play Game.**

Fully dressed: All steps and variations are written in detail, and there are supporting sections, such as preconditions and success guarantees.

Template:

|  |  |
| --- | --- |
| **Use Case Section** | **Comment** |
| **Use Case Name** | Play Game |
| **Precondition** | Game was run and started by Play Game option from the menu. |
| **Postcondition** | User/Gamer plays game and game is running. |
| **Primary Actor**  **Supportive Actor** | -User/Gamer  -Computer/System |
| **Main Scenario** | User uses game and inputs information. |
| **Alternative Scenarios** | User loses, wins or exit game. |
| **Next Use Case Is Executed** | UC3 Quit Game “End Game”. |

**Use Case UC2: Play Game**

Precondition: game is started buy choosing the Play Game option in the menu.

Postcondition: game is running, and actor plays game.

Primary Actor: Gamer/User.

Supportive Actor: Computer/ System.

**Main Scenario:**

1. The user is given information about the game.
2. System sets up field for user to plug in input.
3. The user decides what letter to input in the field.
4. The game comes to an end.
5. User has the choice to either exit (UC3) or replay the game.

**Alternative Scenario:**

2.1 The user decides what letter to input in the field.

1. System lets the user know whether the input is right or wrong.
2. User either loses or keeps its life’s.
3. The human parts keep adding if the user misses to guess letters.

3.1 The game comes to an end.

1. If user wins, system lets the user know after how many life’s he got the full word.

2. If user loses, system lets the user know what is the hidden word.

4.1 User has the choice to either exit (UC3, use case 3) or replay the game

1. If user decides to the exit the game, the game is terminated and jumps to user confirmation.

2. I user decides to replay the game, the process jumps to main scenario 1.