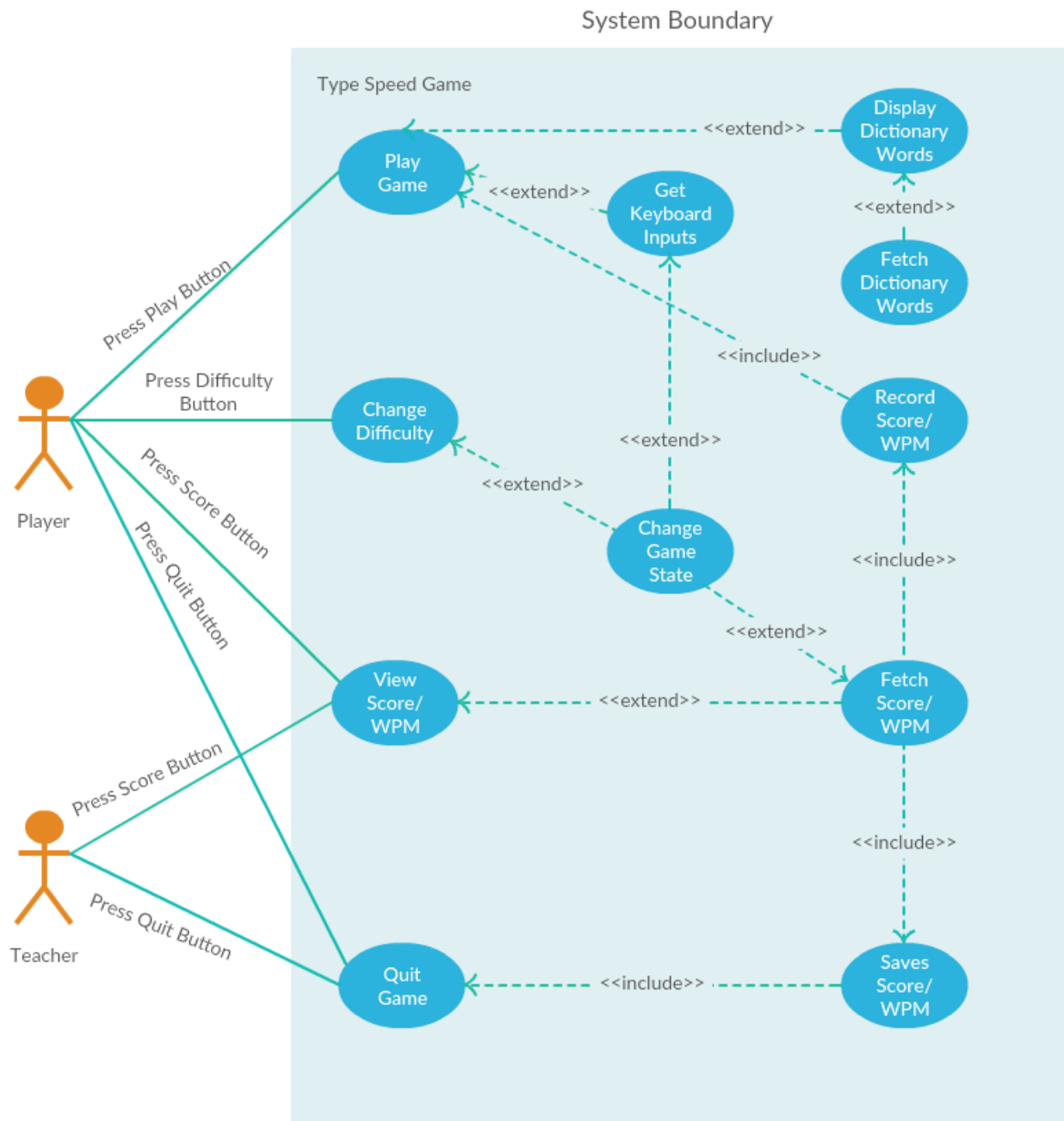


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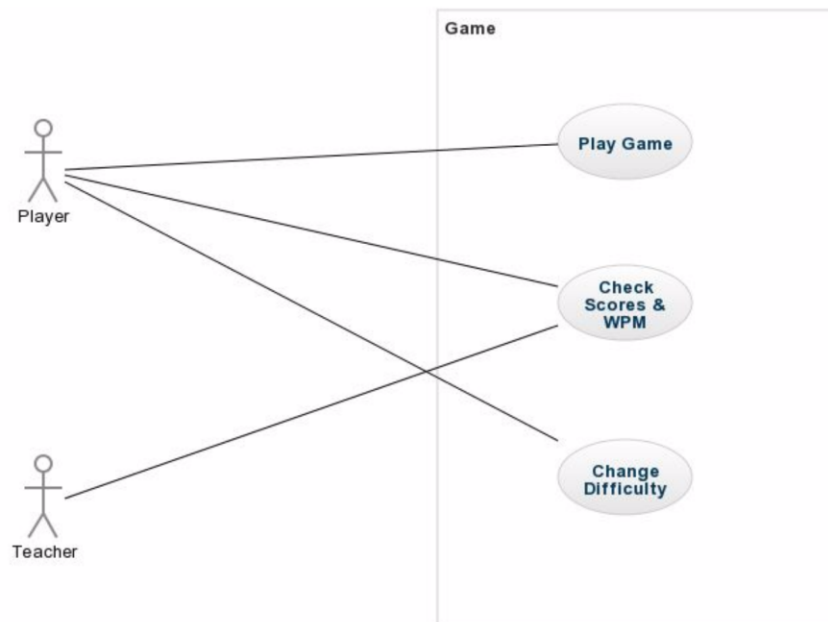
In-Depth Use Case Diagram:



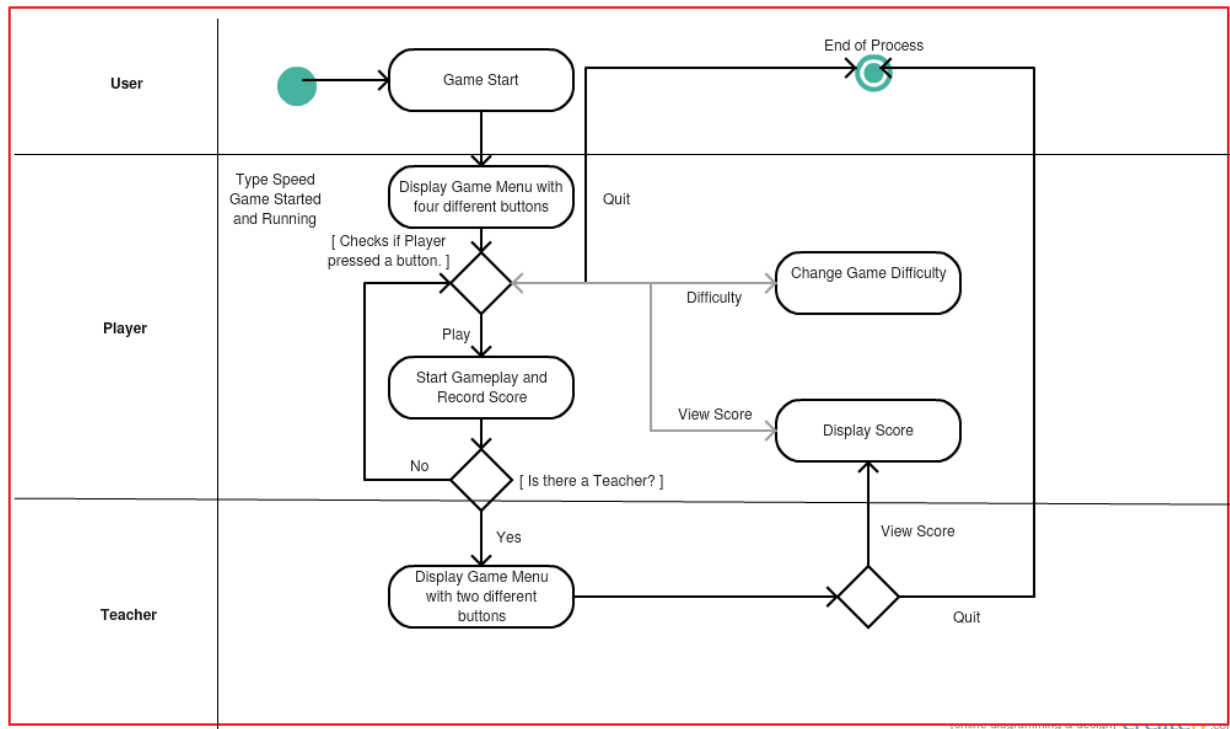
Related Use Case:

User and Tasks:

We envision our system possibly having two different users. One is a player, who'll want to play the game, check his/her high scores, and change the difficulty. Another user possible for this envisionment, but won't necessarily be required, is a teacher. The teacher will have access to look into the player's score and typing skills. Players use the game as a way of type practicing, and other people can possible view the results of such practicing. If the teacher or player desires so, he/she can evaluate the player's words per minute (WPM) through the high scores. Both would simply have to check the high scores board, which will include the player's WPM next to the total score.



Matching Activity Diagram:



Sequence Diagrams in original Project Part 2 PDF matches the Use case and Activity Diagrams of this document.

User Interactions:

There will be three primary interactions between the user and this product:

- Playing the game

