# Use Case 1 : Start Game

**Primary Actor:** Player
**Goal in Context:** Player enter to game .

**Stakeholders and Interests:** Player -- Want to start to play game .

**Preconditions:** Player click Game of earth icon on their device .

**Success Guarantee (Postconditions):** Play can enter to game .

**Main Success Scenario (or Basic flow):**

1. Player click Game of earth icon
2. Player click Start Game button
3. Player enter to game

**Extensions (or Alternative Flows):**

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**Open Issues:**

1. Click Game of earth icon but Start button don't show . Should be other way to enter to game ?

# Use Case 2: Play Game

**Primary Actor:** Player .
**Goal in Context:** Player play Game of earth .

**Stakeholders and Interests:** Player -- Want to play game

**Preconditions:** Player click start game button .

**Success Guarantee (Postconditions):** Player play game until game end .

**Main Success Scenario (or Basic flow):**

1. Player enter to the Game of earth.
2. Player read the question .
3. Player make decision and choose that accept or decline.
4. If accept builder was build but if decline nothing happens.
5. If quantity of Carbon decrease , quantity of population will increase

**Extensions (or Alternative Flows):**

1. Player enter to the Game of earth.
2. Player read the question .
3. Player make decision and choose that accept or decline.
4. If accept builder was build but if decline nothing happens.
5. If quantity of Carbon increase , quantity of population will decrease

**Open Issues:**

1. Device is out of Battery while playing game . Should the game save poppulation and carbon quantity ?

# Use Case 3: End Game

**Primary Actor:** Player
**Goal in Context:** Player play game until game end.

**Stakeholders and Interests:** Player -- Want to play game until game end.

**Preconditions:** Player play game .

**Success Guarantee (Postconditions):** Game is end .

**Main Success Scenario (or Basic flow):**

1. Player play game
2. Player read the question .
3. Player make decision and choose that accept or decline.
4. If accept builder was build but if decline nothing happens.
5. If quantity of Carbon increase , quantity of population will decrease
6. If quantity of population equal to zero , Game is end

**Extensions (or Alternative Flows):**

1. Player play game
2. Player read the question .
3. Player make decision and choose that accept or decline.
4. If accept builder was build but if decline nothing happens.
5. If quantity of Carbon increase , quantity of population will decrease
6. If quantity of population not equal zero, player must will play game until population equal to zero
7. Game is end

**Open Issues:**

1. Carbon equal to zero but game isn't end . Should be other way to end game ?