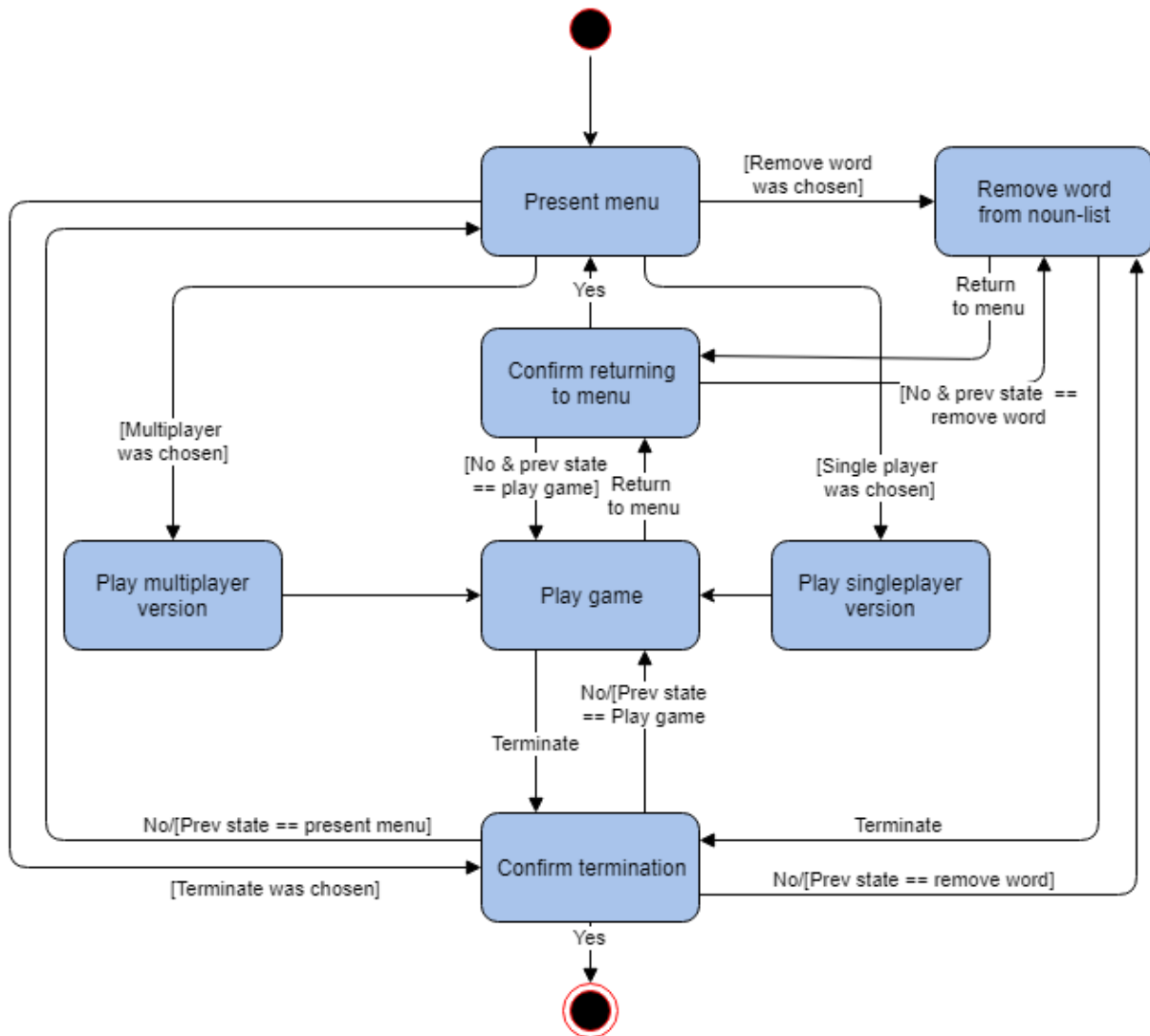# Extended hangman state chart
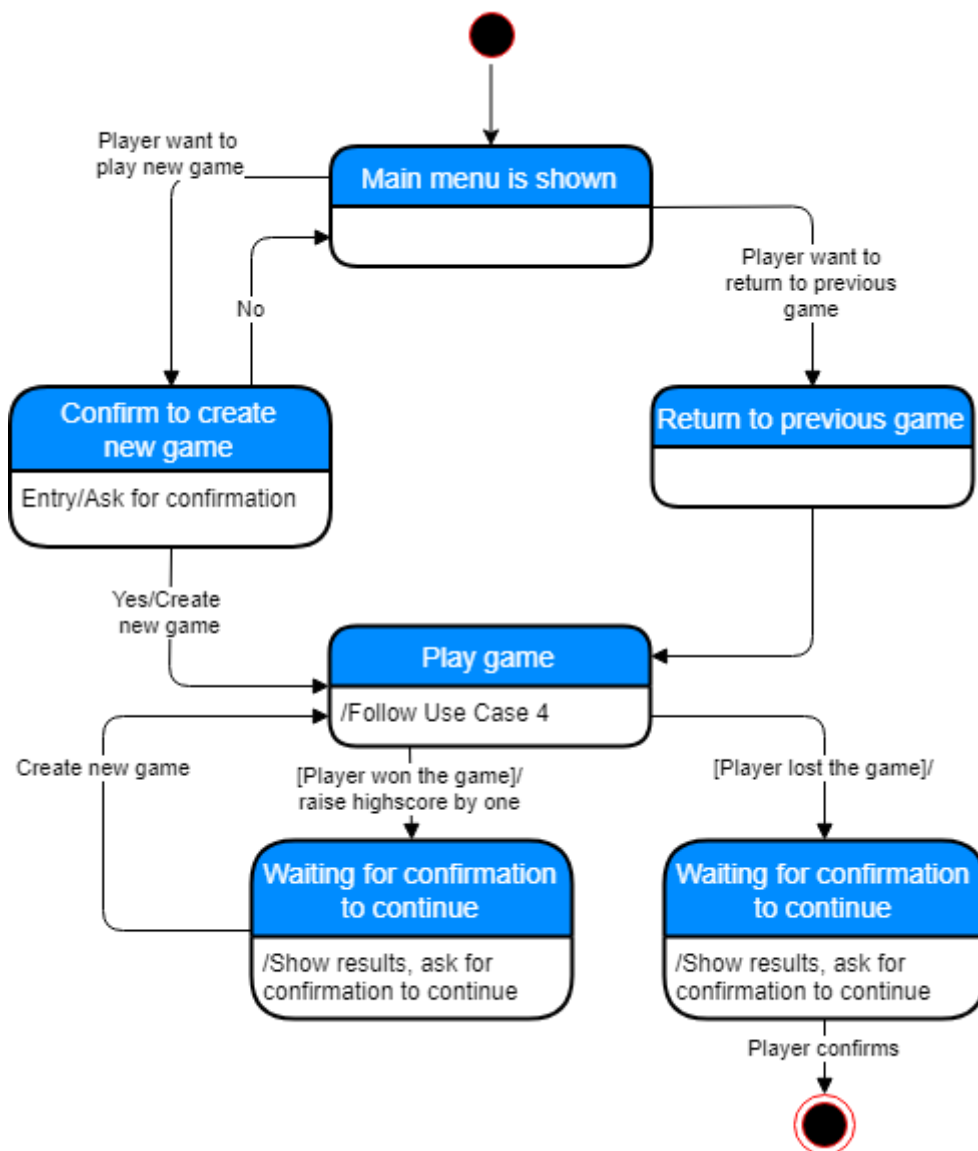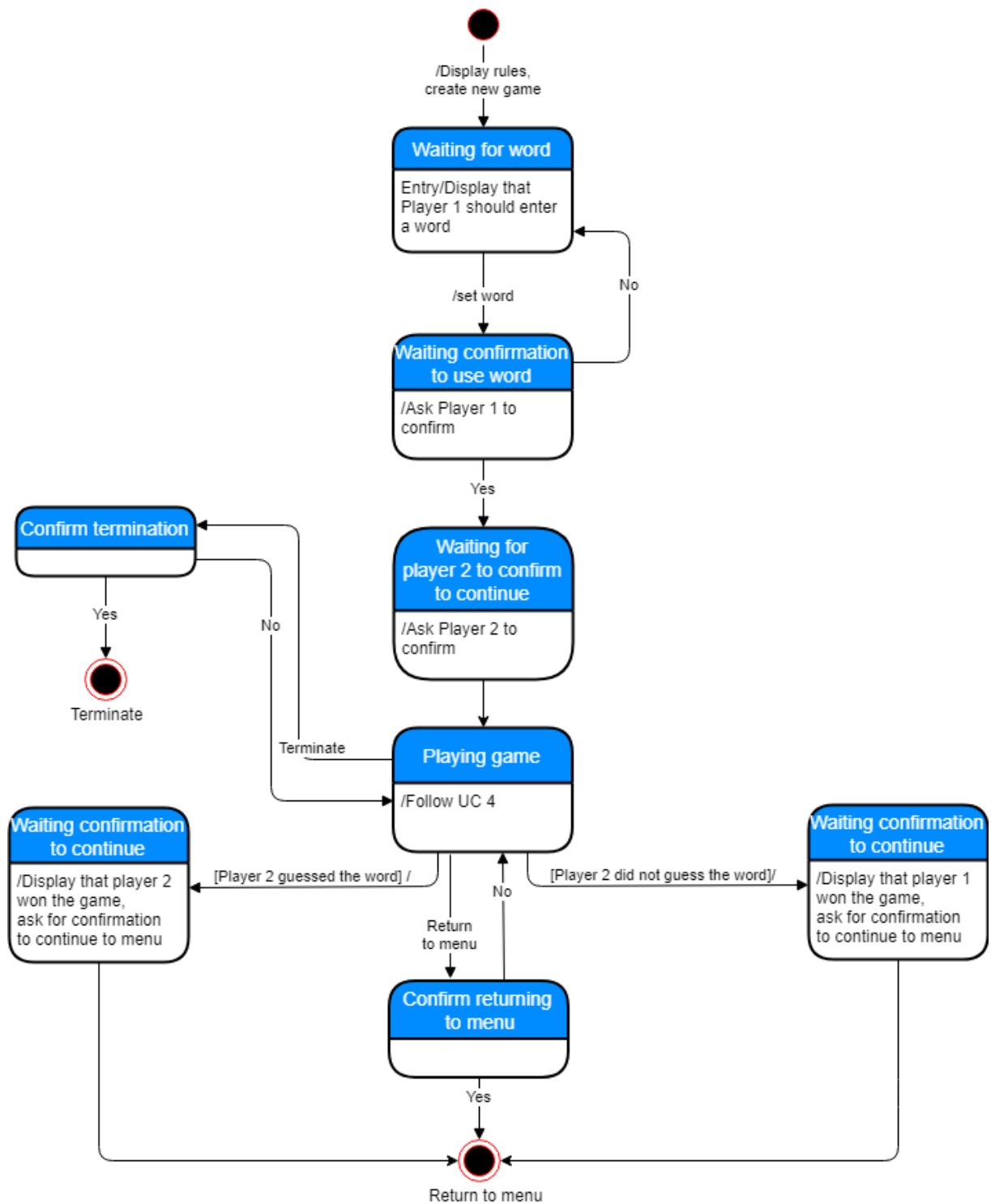
Play single player version state chart (User Case 2)

Play multiplayer version state chart (User Case 3)

/Display rules,
create new game

Waiting for word

Entry/Display that
Player 1 should enter
a word

/set word

No

**Waiting confirmation
to use word**

/Ask Player 1 to
confirm

Yes

Confirm termination

Yes

No

Terminate

**Waiting for
player 2 to confirm
to continue**

/Ask Player 2 to
confirm

Terminate

Playing game

/Follow UC 4

**Waiting confirmation
to continue**

/Display that player 2
won the game,
ask for confirmation
to continue to menu

[Player 2 guessed the word] /

No

Return
to menu

[Player 2 did not guess the word]/

**Waiting confirmation
to continue**

/Display that player 1
won the game,
ask for confirmation
to continue to menu

**Confirm returning
to menu**

Yes

Return to menu

Play game state machine (User Case 4)
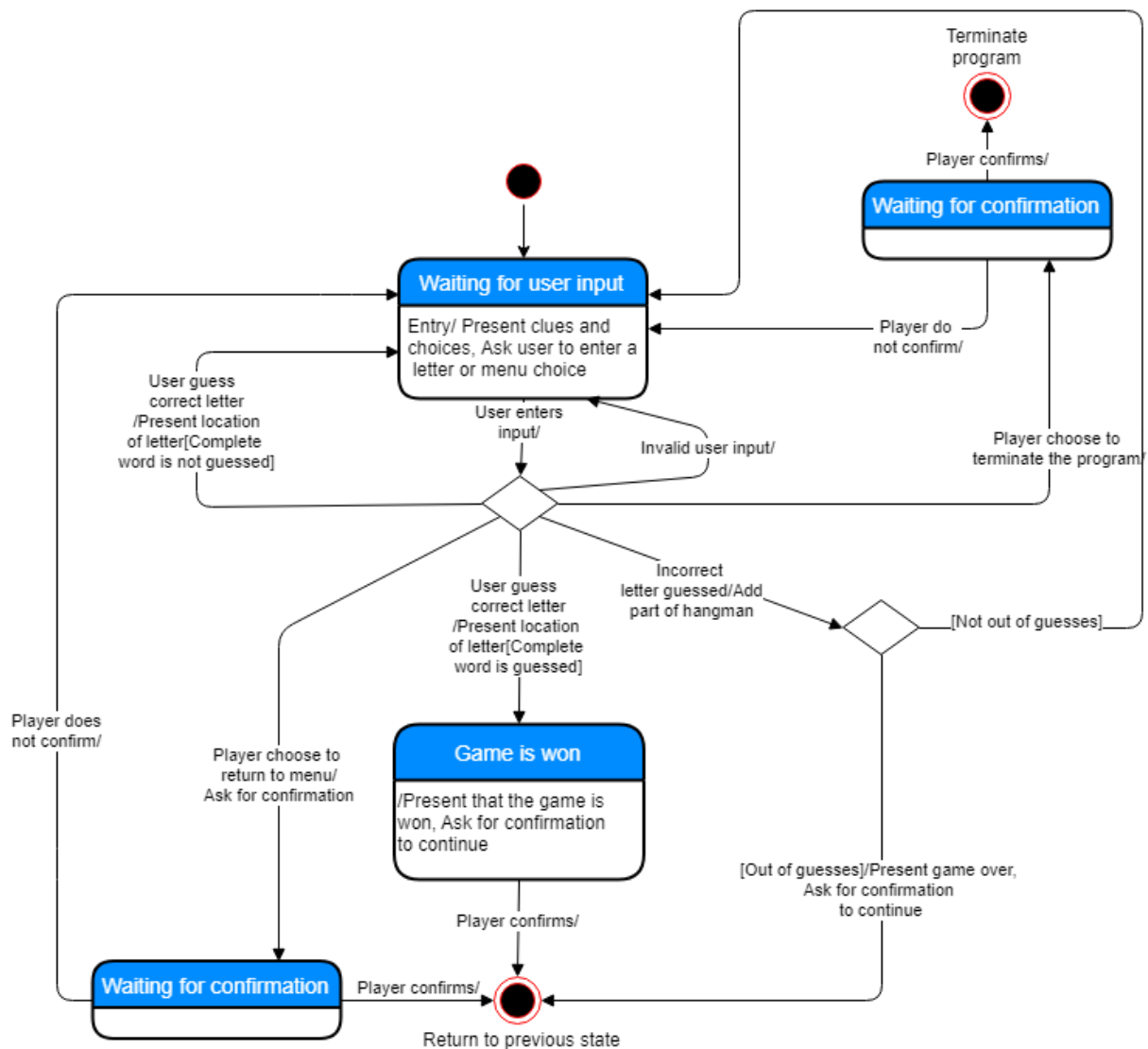
Remove word from noun-list (User Case 5)

Quit game

Waiting for confirmation

/Ask for confirmation

Player confirms/

Player choose to terminate program

Player do not confirm/

Waiting for word

/Ask user to enter a word, show menu choices to return to menu or terminate program

Player enters a word/

[Word is not part of list]/Promt that word is not part of list

Player do not confirm/

Player choose to return to menu/

Waiting for confirmation

/Promt that word is not removed, Ask for confirmation to continue

Player does not confirm/

[Word is part of list]/

Waiting for confirmation

/Ask for confirmation to remove word

Waiting for confirmation

/Ask for confirmation

Player confirms/

Return to menu

Waiting for confirmation

/Promt that word is removed, Ask for confirmation to continue

Player confirms /Remove word