

Use case : Make a move

Actors: Player, Computer

- Actions:
- Player or Computer will make a first move
 - The next player will read move and make a choice
 - Game continue until one win or ~~draw~~ draw.

Use case : Check game result

PreCondition: game has finished

Actor: Player

- Actions:
- Player can check time play, moves and score of game

Use case : Check score

~~Pre~~ Actor: Player

Action: Player can see the leaderboard with name of players, time play, highest score.

Use case : Start game

Actor: Player

Action: Player press start button to play the game

Use case : choose X or O

Actor: player

Action: player choose X or O to make a move, computer will choose the opposite symbol.