

Basic Course:

Preceded by Game Selection. The system displays two buttons: change difficulty and start game. The system sets the starting difficulty to easy. The player presses the change difficulty button. The system updates the game's difficulty to be "Normal" and the button's text is updated to be "Difficulty: Normal". The player presses the change difficulty button. The system updates the game's difficulty to be "Hard" and the button's text is updated to be "Difficulty: Hard". The player presses the start game button. System proceeds to take the player to the gameplay page.

Alternate Course (Player does not change difficulty):

Player proceeds to start the game without changing difficulty.

Alternate Course (Player selects hard difficulty):

Player proceeds to change the difficulties and changes it from "Hard" to "Easy" then starts the game.

