

1. The player chooses an option to continue a game. The system loads the game state of a previous game, and displays it on screen. The player resumes playing the game. If there are no saved games, the player is notified.
2. The player chooses to save the current game. The system saves the state of the current game. The system displays a message that the game has been saved, and gives the player an option to continue game, or return to the main menu. If the player chooses to return to the main menu, the system closes the game window and displays the main menu window.
3. The user receives a game hint. The system displays a possible move the player can take. The player can choose to turn off hints. If hints are turned off, the system will not display possible game moves. The system notifies the user when hints are toggled on/off.
4. The player chooses the game's grid size. The system displays a set of grid sizes. The player selects one of the sizes. The system sets the game's grid to the selected size. The system displays the game's grid size.
5. The player chooses a scoring mode. The system displays the two scoring modes ("Basic Scoring" and "Advanced Scoring"). The player selects one of the two modes. The system sets the game's scoring mode to that which was selected. The system displays which scoring mode the game is using.