# User Story 103

## *Description*
"As a user, I want to be able to start a new game at any time so that I can play a different puzzle"

## *Requirements*
- The user should be able to start a new game even if they have not completed their current game

## *Acceptance Test Case*
**Instructions**
1. Start application.
2. Choose any difficulty.
3. Select "New game"

**Expected Results**
1. A menu showing "easy", "medium", and "hard" game modes
2. Once a game mode is selected the respective grid size will appear for each difficulty
3. Once "New game" has been selected a dialog box with appear warning the user that their current game session data will be gone
4. If the user says they want to start a new game they will be taken back to the main menu
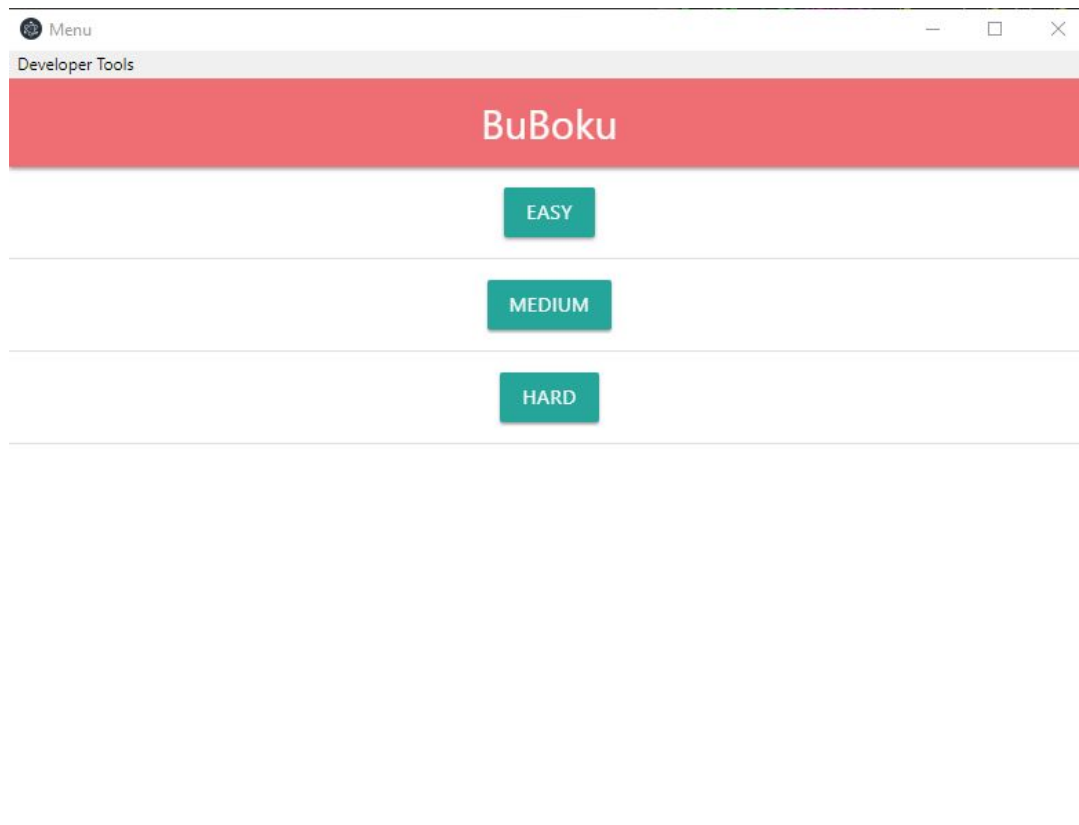
## Screenshots



**Figure 1: Main menu**
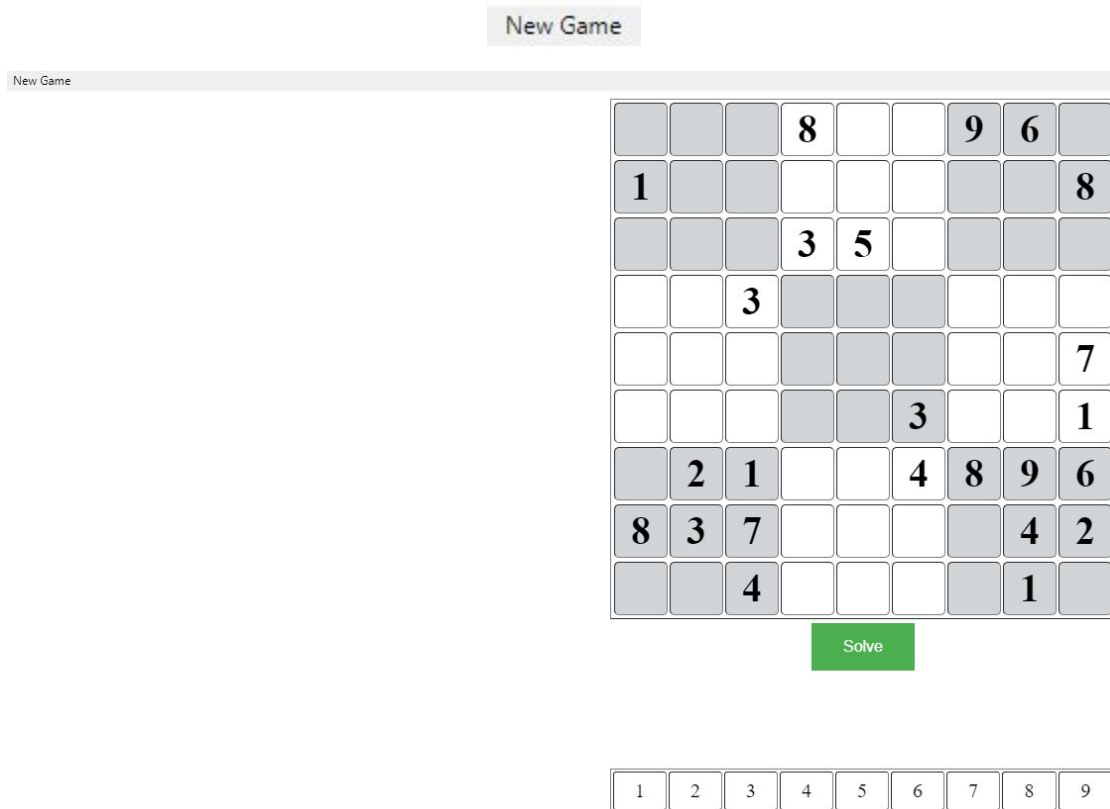
- The user selects a hard game mode

| | | | 8 | | | 9 | 6 | |
|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | 8 |
| | | | 3 | 5 | | | | |
| | | 3 | | | | | | |
| | | | | | | | | 7 |
| | | | | | 3 | | | 1 |
| | 2 | 1 | | | 4 | 8 | 9 | 6 |
| 8 | 3 | 7 | | | | | 4 | 2 |
| | | 4 | | | | | 1 | |

Solve

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|

**Figure 2: Hard game mode**

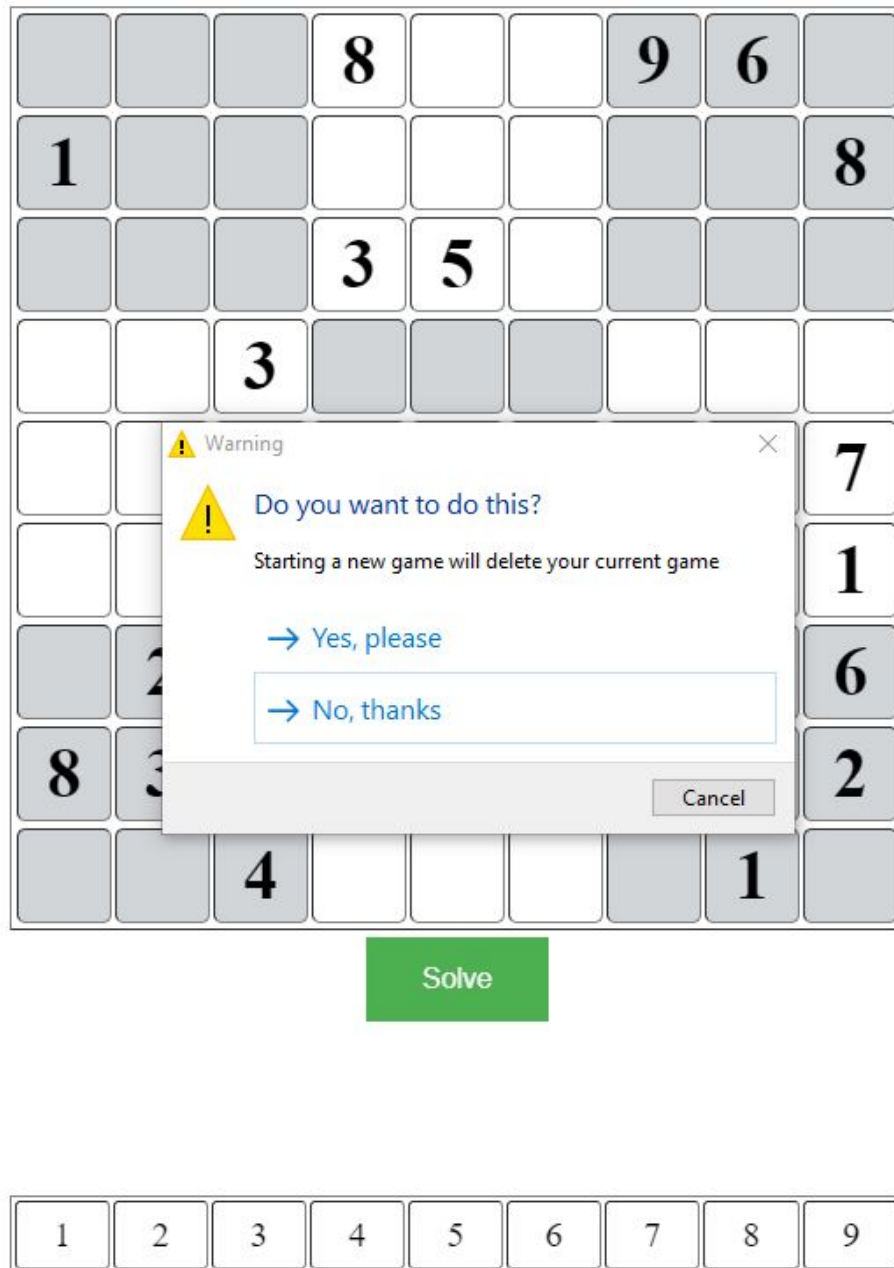- The user selects "New Game" located on the upper left corner of the window

**Figure 3: New game warning**

- The user is shown a warning message. If the user selects "Yes, please" the user will be taken back to the main menu (**Fig 1**), else the user selects "No, thanks" or "Cancel" and is returned back to their current game session