Description of Use Case Diagram (Car racing game).

- The player/user starts the game by logging in or signing in.
- The player/user selects the car.
- A screen showing all the default controls will appear in the screen.
- The game starts with a full fuel level.
- The player/user continues playing avoiding obstacles that will occur.
- Once the player loses the game by crashing the car or when the fuel tank gets empty, Score will appear for the given user.