

```

    usecaseDiagram
        usecase "Login" as UC_Login
        usecase "Menu" as UC_Menu
        usecase "New Game" as UC_NewGame
        usecase "Restart" as UC_Restart
        usecase "Exit" as UC_Exit1
        usecase "Save The state" as UC_SaveState
        usecase "Game Window" as UC_GameWindow
        usecase "Game Panrel" as UC_GamePanrel
        usecase "Levels" as UC_Levels
        usecase "Level Up" as UC_LevelUp
        usecase "Resume Game" as UC_ResumeGame
        usecase "Exit" as UC_Exit2
        usecase "Plant Card" as UC_PlantCard
        usecase "Buy Plants Using suns" as UC_BuyPlants
        usecase "Sun" as UC_Sun
        usecase "House" as UC_House
        usecase "Add Plant according to the Level" as UC_AddPlant
        usecase "Plants" as UC_Plants
        usecase "Defence" as UC_Defence
        usecase "Attack" as UC_Attack1
        usecase "Bomb" as UC_Bomb
        usecase "Shooters" as UC_Shooters
        usecase "Sun Token Plants" as UC_SunTokenPlants
        usecase "Barriers" as UC_Barriers
        usecase "Cherry Bomb" as UC_CherryBomb
        usecase "Potato Mine" as UC_PotatoMine
        usecase "Pea Shooters" as UC_PeaShooters
        usecase "Snow Pea" as UC_SnowPea
        usecase "Sunflower" as UC_Sunflower
        usecase "Wall-nut" as UC_WallNut
        usecase "Health" as UC_Health
        usecase "Attack" as UC_Attack2
        usecase "Zombies" as UC_Zombies
        usecase "Normal" as UC_Normal
        usecase "Flag" as UC_Flag
        usecase "Cone-Head" as UC_ConeHead
        usecase "Lawn Mover" as UC_LawnMover

        UC_Login --> UC_Menu : 1
        UC_Login --> UC_GameWindow : 1
        UC_Login --> UC_SaveState : 1
        UC_Login --> UC_Exit1 : 1
        UC_Login --> UC_NewGame : 1
        UC_GameWindow --> UC_Login : <<Include>>
        UC_GamePanrel --> UC_GameWindow : 1
        UC_GamePanrel --> UC_Login : <<Include>>
        UC_NewGame --> UC_Restart : 1
        UC_NewGame --> UC_Exit1 : 1
        UC_NewGame --> UC_SaveState : 1
        UC_NewGame --> UC_Levels : 1
        UC_NewGame --> UC_LevelUp : 1
        UC_Levels --> UC_LevelUp : 1
        UC_Levels --> UC_PlantCard : 1
        UC_Levels --> UC_BuyPlants : 1
        UC_Levels --> UC_Plants : 1
        UC_Levels --> UC_Defence : 1
        UC_Levels --> UC_Sun : 1
        UC_Levels --> UC_House : 1
        UC_Levels --> UC_LawnMover : 1
        UC_LevelUp --> UC_Sun : 1
        UC_LevelUp --> UC_House : 1
        UC_LevelUp --> UC_LawnMover : 1
        UC_PlantCard --> UC_Plants : <<Include>>
        UC_BuyPlants --> UC_Sun : 1
        UC_BuyPlants --> UC_House : 1
        UC_Sun --> UC_House : 1
        UC_Sun --> UC_LawnMover : 1
        UC_House --> UC_LawnMover : 1
        UC_AddPlant --> UC_LawnMover : 1
        UC_Plants --> UC_Attack1 : 1
        UC_Plants --> UC_Bomb : 1
        UC_Plants --> UC_Shooters : 1
        UC_Plants --> UC_SunTokenPlants : 1
        UC_Plants --> UC_Barriers : 1
        UC_Plants --> UC_Zombies : 1
        UC_Attack1 --> UC_Defence : 1
        UC_Attack1 --> UC_Zombies : 1
        UC_Bomb --> UC_CherryBomb : 1
        UC_Bomb --> UC_PotatoMine : 1
        UC_Shooters --> UC_PeaShooters : 1
        UC_Shooters --> UC_SnowPea : 1
        UC_SunTokenPlants --> UC_Sunflower : 1
        UC_Barriers --> UC_WallNut : 1
        UC_Zombies --> UC_Normal : 1
        UC_Zombies --> UC_Flag : 1
        UC_Zombies --> UC_ConeHead : 1
        UC_Zombies --> UC_Attack2 : 1
        UC_Zombies --> UC_Health : 1
        UC_Attack2 --> UC_Health : 1
        UC_LawnMover --> UC_Zombies : 1
    
```

