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| Use Case | Rock Paper Scissors Game |
| High Level Description | There are 2 players being the computer and user. The aim of the game is to make a choice that beats the opponents choice. |
| Actors | User, Computer, rock, paper, scissors |
| Pre-Condition | Once game is opened, the player must click on a button of their choice to select either a rock, paper or scissors. |
| Post Condition | After the player has selected a choice, the computer will select a choice at random and this choice will determine who wins. |
| Failed End Condition | A choice is not selected and the result is not declared. |