**UC 1 Start Game**

Precondition: none.

Postcondition: the gamer has started the program and the menu have been shown.

**Main scenario**

1. The gamer starts the program.
2. The system shows a menu were the gamer can choose to start a game or exit the program.
3. The Gamer makes the choice to start the game.
4. The system starts the game (see Use Case 2).

*Repeat from step 2*

**Alternative scenarios**

3.1 The Gamer makes the choice to quit the game.

1. The system quits the game (see Use Case 2)

4.1 Invalid menu choice

1. The system presents an error message.