

UC 2 Play Game

Precondition: user start the game.

Postcondition: Choices list is shown.

Main scenario

- 1- player start to play by choosing a player or multi-players.
- 2- system will show the difficulties:
 - 2.1- simple.
 - 2.2- medium.
 - 2.3- hard.
- 3- player choose one of the levels and play.
- 4- system will show the results:
 - 4.1- win.
 - 4.2- lose.
- 5- player will choose to restart or quit the game.

Alternative scenario

- 5- player choose to restart the game.
 - 5.1- system show the start to play choice.
 - 5.2- the system terminated.