Use cases

**Start game**

|  |  |
| --- | --- |
| Name | Start a game |
| Actor | User |
| Pre-Conditions | Application must be closed completely . |
| Trigger | User double clicks on the icon ,the window appears and the game starts. |
| Main Flow | 1. System starts the service . 2. The firs question of the quiz appears on the panel . 3. The user clicks on the button with the correct answer . |

**Close application**

|  |  |
| --- | --- |
| Name | Close the application |
| Actor | User |
| Pre-Conditions | Application must be started and the current game is finished or in the process . |
| Trigger | User either presses “Game” “Exit” from the top menu or uses the “X” button from the right up side . |
| Main Flow | 1. System shows the game result on the message box . 2. System closes the running application . |

GUI

