**Introduction**

In this project, we have to build small game program and the first step is to write the User Requirements Specifications. For this step we will provide the use-cases of all functionality that we can offer, a specification of user interface and also non-functional requirements.

In our game, two players can answer ten questions. If one of them answer the questions correctly more than the other, he will be the winner. And there is a textbox beside the question, it will update the result automatically after every question. Besides, after game is over, the players can choose to play again.

1. **Name**: Answer a question

**Goal**: To answer and submit the question to the server

**Actor**: Player

**Pre-condition**: System is displaying the question with four options.

**MSS**:

1. Player chooses one of options
2. Player clicks answer button
3. System will submit the answer to the server

**Exception (Extension, Alternatives)**:

2.1: Player clicks the answer button without choosing one of options

2.2: Player cannot answer the question without clicking answer button

**Post-condition**: System will turn to the next question