Use case diagram

Start Game

Select Game Mode

Play Game

Quit Game

Gamer

<<includes>>

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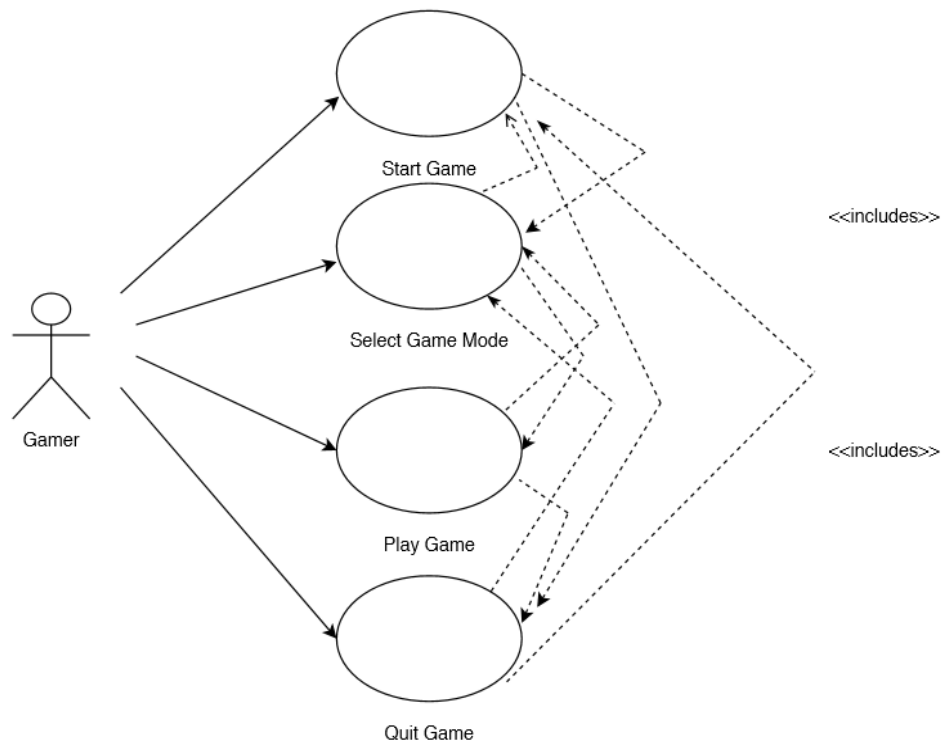**UC 1 Start Game**
Precondition: none
Postcondition: the game menu is shown
Stack holder: player (who is going to experience the game)
Main scenario
It will start when the player wants to run the game.
The system will show the player a menu with options Continue and Exit.
The player chooses to continue.
The system takes the player to the next menu (see use case 2).
Extensions:
 The player choose exit.
Game ends.

Use case 2 Select game mode
Scope: Hangman game.
Stack holder: player (who is going to experience the game).
Precondition: Start game (UC1).

Postconditions: Game gives users different attempts based on the level. The system will provide the player with different modes for playing and two more options.
Main scenario:
Player choose one of the levels (hard or medium).
Player will play the game.
Go to use case 3.

Use case3 play game:
Scope: Hangman game.
Stack holder: player (who is going to experience the game).
Precondition: select game mode (UC2).
Postconditions: Game Results.
Main scenario:
The player tries to guess the missing word.
The player wins the game, system show "yon won".
The system shows a screen where the user enters data such as name, age, date and a survey form which will be basically ask the user opinion about the game.
The user inserts name, age, date and a feedback and press enter on the keyboard.
Extension:
The player loses the game.
System show a new menu.
Go to use case 4

Use case 4 Quit Game
Scope: Hangman game
Stack holder: player (who is going to experience the game)
Preconditions: play game (UC3).
Postconditions: Game will finish.
The system will provide the player with two more options. (Restart and exit).
Postcondition: the program terminates.
Main scenario:
The player will be shown a menu to either leave or start over.
Player choose to leave
Program ends.
Extension:
Player chose restart
Go to the user case1