

Use Case Name	Win the Game
Related Requirements	
Goal In Context	
Preconditions	The Player has busted sufficient answer balloons The enemy has lost both the balloons
Successful End Condition	The Player Wins the Game
Failed End Condition	The Player loses the game
Primary Actors	Player
Secondary Actors	
Trigger	The enemy loses both of the balloons.
Included Cases	Move in any direction Burst answer balloons ,
Main Flow	