

Use Case Name	Win the Game	
Related Requirements	Requirement 4.3, 7.1, 8.2	
Goal In Context	The player wins the game by eliminating the enemy player.	
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	None	
Trigger	The enemy loses both of the balloons.	
Included Cases	Move in any direction Burst answer balloons	
Main Flow	Steps	Action
	1	The player bursts answer balloons.
	Include:: Move in any direction, Burst answer balloons	
	2	The player attacks the opponent.
	3	The player bursts the balloons of the opponent.
	4	The player wins the game.
	5	The player receives a congratulatory message for winning.
	6	The Scoreboard gets displayed at the end of the game.