**Sliding Puzzle Use Cases**

What user actions do we need to support? What should happen for each of these actions?

1. User starts the application
   1. High scores are loaded from file
   2. UI elements are initialized
   3. Game options (difficulty levels) are shown to the user
2. Player chooses difficulty
   1. Action listener detects option chosen
   2. Puzzle is configured
   3. UI displays selected board size
3. User starts a game
   1. Tiles become visible
   2. Timer starts
4. Action - Player selects a piece
   1. Action listener detects click
   2. Model checks whether piece is eligible to be moved
   3. Game moves selected piece to empty spot, or does nothing, depending on eligibility
   4. Determine if the game is over
5. Action - The user finishes the game
   1. The time to completion is displayed
   2. Scores are checked against high scores and high scores are updated if necessary
   3. New high scores are saved to file
6. Action - Player exits the game
   1. Action Listener detects click
   2. Program exits
7. Action -
   1. Step 1
   2. Step 2
   3. Step 3
8. Action - The user wants to know how much time he/she spend
   1. Timer count the time
   2. The person used least time record to the score board
   3. UI displays timer on the screen for the user to see
9. Action -
   1. Step 1
   2. Step 2
   3. Step 3
10. Action
    1. Step 1
    2. Step 2
    3. Step 3
11. Action
    1. Step 1
    2. Step 2
    3. Step 3