Memory Use Cases (Single Player)

1. Use Case 1: Selecting Pair of Cards
2. Description

Every turn, the user selects two cards. Then, the cards are flipped to see if they match or not.

1. Primary Actor

The Primary Actor is a User playing Memory, regardless of the card set.

1. Additional/Supporting Actors

Supporting Actors:

* Cards Objects

1. Preconditions

The user has selected a second card after having selected the first (both cards must be different).

1. Basic Flow

If both cards match up, then they are removed from the board.

1. Alternate Flows

Alternative Flow 1:

If both cards do not match up, then they are flipped back down and stay on the board.

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