**Start Use Case**

The system is started up when the player open application. Then the servicing of player can begin.

**Select Mode Use Case**

Note: Select Mode is an abstract generalization.

A select mode use case is started when the player chooses a game type from a menu of options (Singleplayer, Multiplayer). Then game will wait to enter the name from player.

#### Singleplayer Use Case

A singleplayer mode asks the player to choose game difficult and time from a menu. If player chose difficult and entered time amount game will begin directly.

#### Multiplayer Use Case

A multiplayer mode asks the player to choose game level. And there are two options Host game, Join game. If player want to create game click on host game then wait for another player to connect. If player want to join someone’s game click on refresh and wait to get hosts list on textbox. Then if there has lists on textbox, click one and join game. Next host, player should click on ready or start then game will start.

#### Play Use Case

A play is a abstract processing concept.

#### Create game Use Case

A create game is menu from multiplayer mode. If player want to create game click on host game then wait for another player to connect. It’s connect from another PC in LAN.

#### Host Use Case

A host is process to waiting for another player to connect in host. If player create game host will begin, it’s means connect to another player.

#### Join Use Case

A join is connect to another player’s created game. Player can connect to created games in LAN.

#### Exit Use Case

The system is end when the player clicked on exit button. The connection to the another player will be shut down. Then the computer process and memory will be free and useable.