Basic Flow

- 1. <u>Player chooses a number for each respective spot on the puzzle</u>
- 2. Website checks if each number is in correct spot
- 3. Player then successfully completes puzzle

Alternate Flow

- 1. Player chooses <u>numbers</u> for several <u>positions</u>
- 2. Player chooses to continue puzzle later
- 3. Player saves puzzle to account

Exception Flow

- 1. Player chooses a number for each position
- 2. Player checks if <u>numbers</u> are in correct <u>position</u>
- 3. Player places numbers in incorrect position
- 4. <u>Player</u> is unable to complete <u>puzzle</u> no <u>matter</u> how many <u>attempts</u> despite <u>being</u> on <u>easy difficulty</u>