



The main menu is use case where user chooses one of the given options: New Game, Resume Game, Exit Game. On pressing New Game, the game begins. On pressing Resume Game, user is given option to select one of the saved games and then the selected game is loaded and starts. On pressing Exit Game, user exits from our application.

Play Game is usecase when user is inside the game. Obstacle Hit is use case when user collides with obstacle (There are different types of Obstacles that need not be shown here in usecase diagram). Then user is shown Hit Menu.

Hit Menu is usecase where the user chooses option from the options provided after hitting obstacle.

Pause Menu is usecase where the user chooses option from the options provided after clicking pause button.

GUI components are buttons, label, ball, obstacles, etc. Different scenes are set to stage during the application.