

## UC 2 Play Game

Precondition: the game menu is shown.

Postcondition: The game is running.

### Main scenario

1. Starts when the user wants to play the game.
2. The system prompts two options
  - 2.1 Single Player
  - 2.2 Multiplayer
3. The user choose one option and procced.
4. The system prompts two more options.
  - 4.1 Easy: words less than 5 letters.
  - 4.2 Hard: words more than 5 letters.
5. The user choose the difficulty level.
6. The system picks up a random word for the user to guess.
7. The user start guessing by providing one letter each round.
8. The system prompts winning message if the user guesses the word within the available rounds and presents the main menu with the option to play again and to quit the game.

### Alternative scenarios

- 7.1. The user provide invalid input.
  1. The system prompts error message.
- 8.1. The user does not guess the word within the available rounds.
  1. The system prompts losing message.