Number Guessing Game

Description

* A User mentally selects a number between 0 and 99 and the computer tries to guess it. If computer guess is lower, then tell computer “Try Higher”, if it is higher, tell computer “Try Lower”, if it is the right number, tell computer “Correct”.

Pre-Conditions

* A User must select a number between 0 and 99
* Every time computer tries to guess it, make sure response correctly.

Main Flow

1. The case is initiated by the program
2. A User mentally selects a number between 0 and 99. (A1)
3. Program tries to guess the number.
4. Every time program tries, program should keep counting of the number of guesses.
5. If guess is higher than user’s number, user tells program “Try Lower”, if it is lower then user tells “Try Higher”.
6. Based on user’s response, Program attempts to guess the number. (E1)
7. Once program guesses the user’s number, gams will be finished and tell how many attempts computer did.

Alternative Flows

A1

1. User did not read the instruction
2. Make sure user changed number if it was less than 0 or higher than 99.
3. The Use case continues

Exception Flows

E1

1. After program tries all possibilities.
2. Program realised user has lied.
3. Tell user how much program disappointed.
4. Terminating the use case

Post-Conditions

Program shall tells user how many attempts it tried.