Choose AI mode: Step 7: System starts AI game

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Subject | Action of Subject | Other Data/Objects | Object Acted Upon |
| 7) | System | Displays | “Ready to start game?” | User |
| 7.1) | System | Starts | For 5 minutes | Timer |
| 7.2) | User | Chooses | Option | System |
|  | If (choice == yes) |  |  |  |
| 7.3) | System | Loads | Game level | User |
|  | Else if (choice == no) |  |  |  |
| 7.3.1) | System | Loads | Main screen | User |
|  | Else if (choice == back) |  |  |  |
| 7.3.2) | System | Returns | Difficulty selection | User |
| 7.3.3) | Else |  |  |  |
| 7.3.4) | Timer | Sends | Signal | System |
| 7.3.5) | System | Loads | Main screen | User |

Choose competitive mode: Step 6: System searches for opponent and starts game

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Subject | Action of Subject | Other Data/Objects | Object Acted Upon |
| 6) | System | Searches | Opponent | Matchmaking |
| 6.1) | System | Displays | “Searching for opponent” | User |
| 6.2) | Matchmaking | Returns | Response | System |
|  | If (match == found) |  |  |  |
| 6.2.1) | System | Loads | Game level | User |
|  | Else |  |  |  |
| 6.2.2) | System | Displays | “No opponent found, retry?” | User |
|  | If (user response == yes) |  |  |  |
| 6.2.2.1) | System | Jumps to | Label: search |  |
|  | Else |  |  |  |
| 6.2.2.2) | System | Returns | Home screen | User |

Play through tutorial: Step 6: System starts tutorial game

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Subject | Action of Subject | Other Data/Objects | Object Acted Upon |
| 6) | System | Loads | Tutorial level | User |
| 6.1) | System | Displays | “how much help would you like?” | User |
| 6.1.1) | User | Selects | Choice | System |
|  | If (choice == “a lot”) |  |  |  |
| 6.2) | System | Loads | File with many hints | Files |
|  | Else if (choice == “not much”) |  |  |  |
| 6.2.1) | System | Loads | File with minimal hints | Files |
|  | Else |  |  |  |
| 6.2.2) | System | Starts | Level with hints | User |