Use Case 3: Play Game

Description: User presses play, selects difficulty and the game begins.

Primary Actor: User

Pre-conditions: Game running; on menu

Trigger: User presses play.

Post Conditions:

Success end condition:

 The game starts.

Failure end condition:

The game does not start.

Minimal Guarantee:

Error reported in the console.

Main scenario:

1. Starts when the user wants to play
2. System prompts "1" for easy or "2" for hard words
3. User selects difficulty
4. System displays the word using underscores as letters
5. User guesses letter
6. System reflects correct letter or decreases tries
Repeat 5 - until the man is hung or word is successfully guessed
7. User wins game
8. Systems prompts play again "1" or exit "2"
9. User inputs "1"
Go to 2.

Alternative scenarios:

3.1 Invalid difficulty choice

1. The system presents an error message.

Go to 5.

5.1 User inputs exit "3"

1. System prompts for confirmation "4"

1.1 User inputs "4" and the game exits

1.2 User inputs letter – go to 6.

1.3 User inputs invalid character – System prints an error and goes to 5.

7.1 User loses game

1.1 System prompts "1" for new game "2" to exit

9.1 User inputs "2" to exit.