

Use Case 1: Start Game

Description: User clicks a start button making the game menu show.

Primary Actor: Player

Pre-Conditions: none.

Trigger: Player clicks on the start button.

Post-conditions:

Success end condition:

The game menu is shown.

Failure end condition:

Game menu is not shown.

Minimal Guarantee:

Error reported in the console.

Main scenario

1. Starts when the user wants to begin a session of the hangman game.
2. The system presents the main menu with a title, the option to play and quit the game.
3. The Gamer makes the choice to start the game.
4. The system starts the game (see Use Case 2).
Repeat from step

Alternative scenarios:

3.1 The Gamer makes the choice to quit the game.

1. The system quits the game (see Use Case 2)

4.1 Invalid menu choice

1. The system presents an error message.
2. Go to 2

Use Case 2: Select Difficulty

Description: Player presses play and selects difficulty.

Primary Actor: Player

Pre-conditions: Game running; on menu

Trigger: Player presses play.

Post Conditions:

Success end condition:

Difficulty menu pops up

Failure end condition:

Difficulty menu does not pop up.

Minimal Guarantee:

Error reported in the console.

Main scenario:

1. Starts when the user wants to play
2. System prompts for word difficulty
3. Player selects difficulty

Alternative scenarios:

3.1 Invalid difficulty choice

1. The system presents an error message.
2. Go to 3

Use Case 3: Play Game

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

Primary Actor: Player

Pre-conditions: Game running; on menu

Trigger: Player 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:

4. Starts when the user wants to play
5. System prompts for word difficulty
6. Player selects difficulty
7. Game begins

Alternative scenarios:

3.1 Invalid difficulty choice

3. The system presents an error message.
4. Go to 3

Use Case 4: Letter Guessing

Description: Player presses guesses a letter, selects difficulty, game begins and player guesses.

Primary Actor: Player

Pre-conditions: Game running, difficulty selected

Trigger: Player presses play.

Post Conditions:

Success end condition:

The system updates the correct letter or says incorrect letter

Failure end condition:

Minimal Guarantee:

Error reported in the console.

Main scenario:

1. Starts when the game has begun
2. System prompts for a letter guess
3. Player inputs letter
4. System responds

Alternative scenarios:

- 3.1. Player inputs exit number.
2. System prompts for confirmation.
3. System exits.

Use Case 5: Quit Game

Description: User clicks a quit button making the game exit.

Primary Actor: Player

Precondition: The game is running.

Trigger: Player clicks on the button exit.

Post-conditions: The game is terminated.

Main scenario

1. Starts when the user wants to quit the game.
2. The system prompts for confirmation.
3. The user confirms.
4. The system terminates.

Alternative scenarios

- 3.1. The user does not confirm

The system returns to its previous state

Success end condition

The game exits.

Failure end condition:

Game does not exit.

Minimal Guarantee:

Error reported in the console.