**Use case Specification- Egg Factory**

**Use Case Name**: Egg Factory

**Goal in Context:** The Hen requests an egg to be created by the Egg Factory.

**Preconditions:** The Hen and EggFactory are belonging to the Farm

**Successful End Condition:** An egg is returned by the Egg Factory

**Failed End Condition:** No egg is returned by the Egg Factory

**Primary Actors:** Hen, EggFactory

**Secondary Actors:** Egg

**Trigger:** As soon as the game begins.

**---------------------------------------------------------------------------------------------------**

**Main flow Step Action**

1. Hen requests the Egg Factory

class to create an egg.

1. A golden,white or black egg is created.
2. The created egg is returned back to the Hen.