# Use Case Specification (for each Feature Story) with supporting System Sequence Diagram
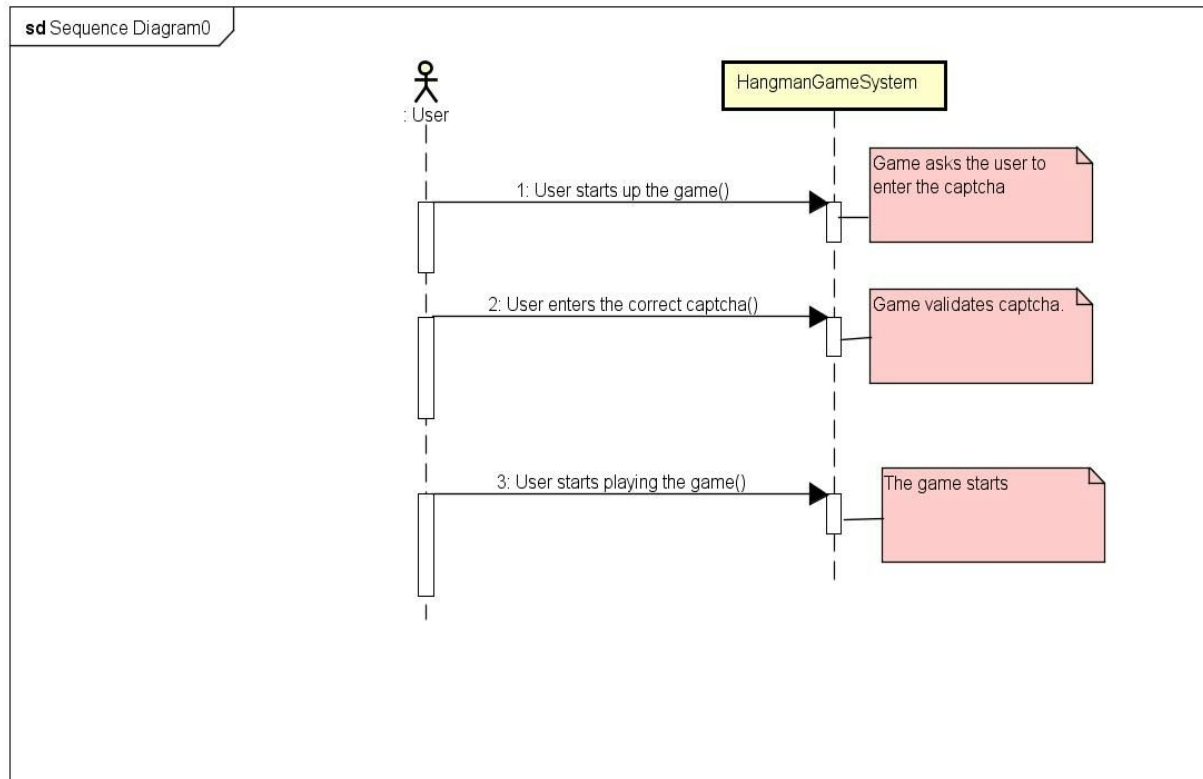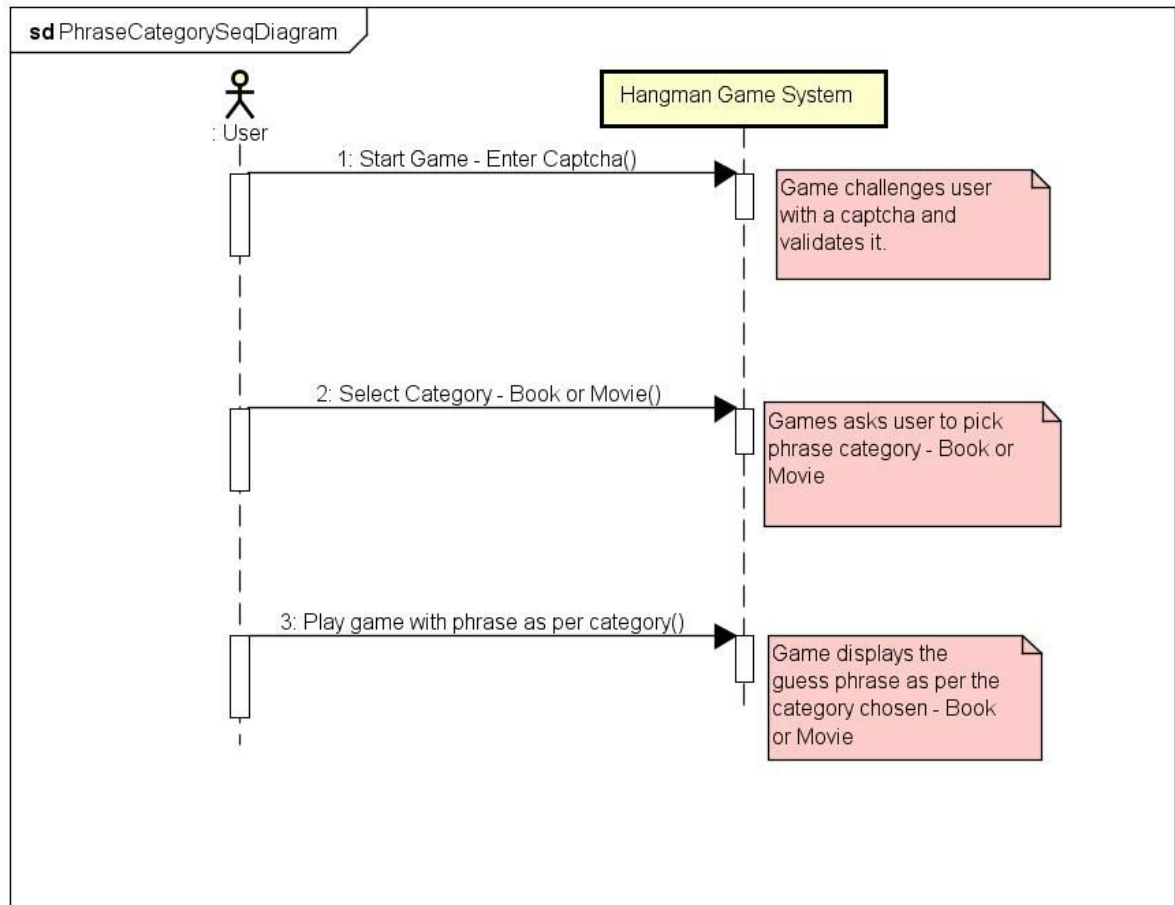
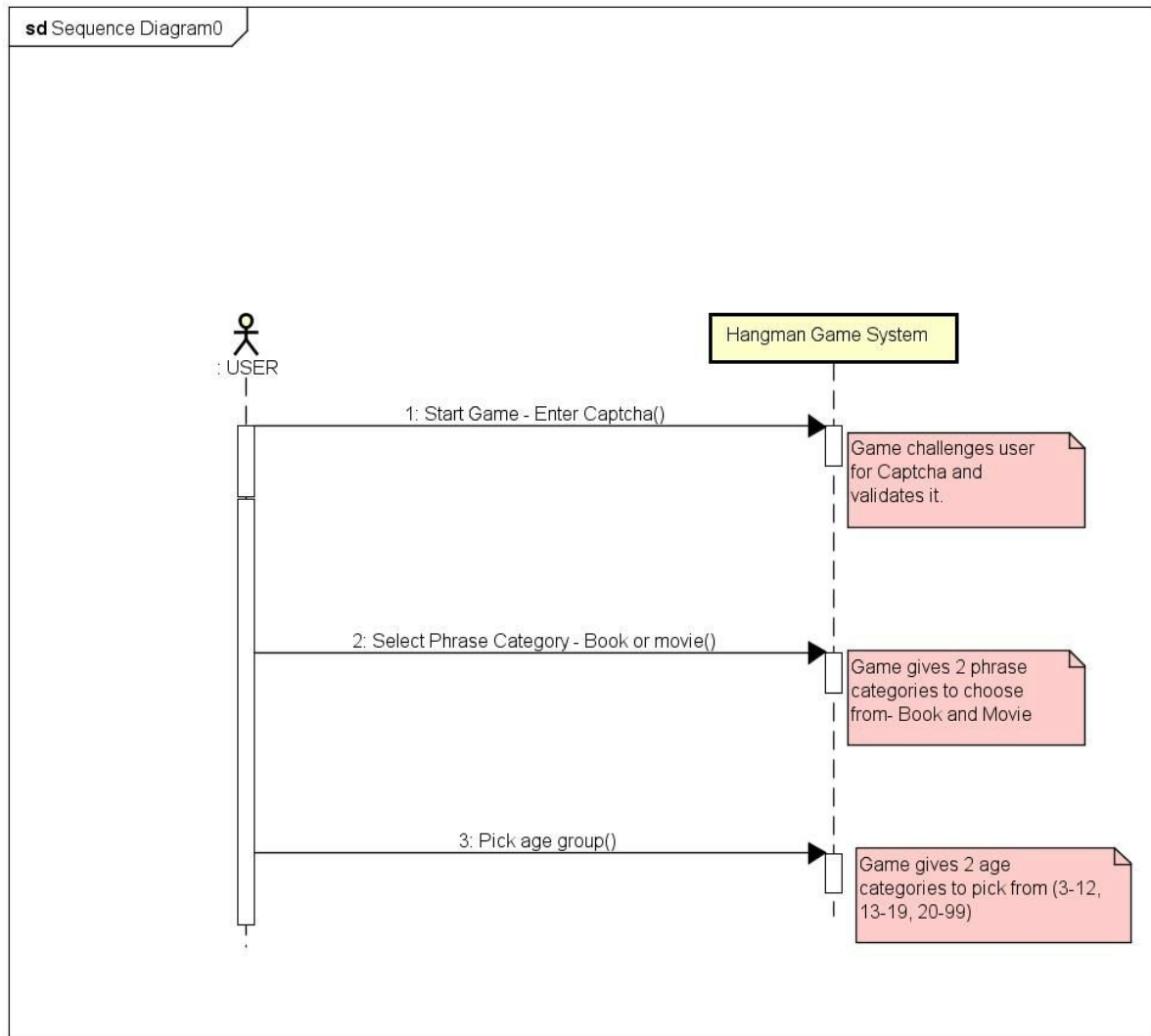| |
|---|
| **Use Case Name :** Start the Hangman Game. |
| **Brief Description :**<br>User wishes to play the Hangman Game by entering the captcha, proving himself as human. |
| **Actors :**<br>User |
| **Basic Flow :**<br>1. User starts up the game<br>2. Game asks the user to enter the captcha<br>3. User enters the correct captcha<br>4. Game validates captcha.<br>5. If captcha is correct, User starts playing the game |
| **Alternate Flow :**<br>2a. User enters a wrong captcha<br>1. User again enters correct captcha<br>2. captcha is correct, User starts the game |
| **Preconditions :**<br>User should be able to read and write |
| **Success Guarantee :**<br>User enters the next step of game where he selects the phrase category (Movie or Book) that he wants to play with. |
| **Minimal Guarantee :**<br>User can click the cross (Exit) button of main frame and can exit from game |

**Sequence Diagram**

**Use Case Name :** Select a Category (Movie or Book)

**Brief Description :**
User wishes to play the Hangman Game by selecting either category Movie Or Book.

**Actors :**
User

**Basic Flow :**
1. User starts up the game by entering the correct captcha.
2. User selects the category - either Movie or Book.
3. If selected category is Movie, user starts playing Hangman Game for Movie phrase
4. If selected category is Book, user starts playing Hangman Game for Book phrase

**Alternate Flow :**

**Preconditions :**
User should be able to read and write
User must access Hangman game by entering captcha and proving that he/she is human.

**Success Guarantee :**
User can start playing Hangman Game by guessing Book names or Movie names

**Minimal Guarantee :**
User can click the cross (Exit) button of main frame and can exit from game

**Sequence Diagram**



sd PhraseCategorySeqDiagram

: User

Hangman Game System

1: Start Game - Enter Captcha()

Game challenges user with a captcha and validates it.

2: Select Category - Book or Movie()

Games asks user to pick phrase category - Book or Movie

3: Play game with phrase as per category()

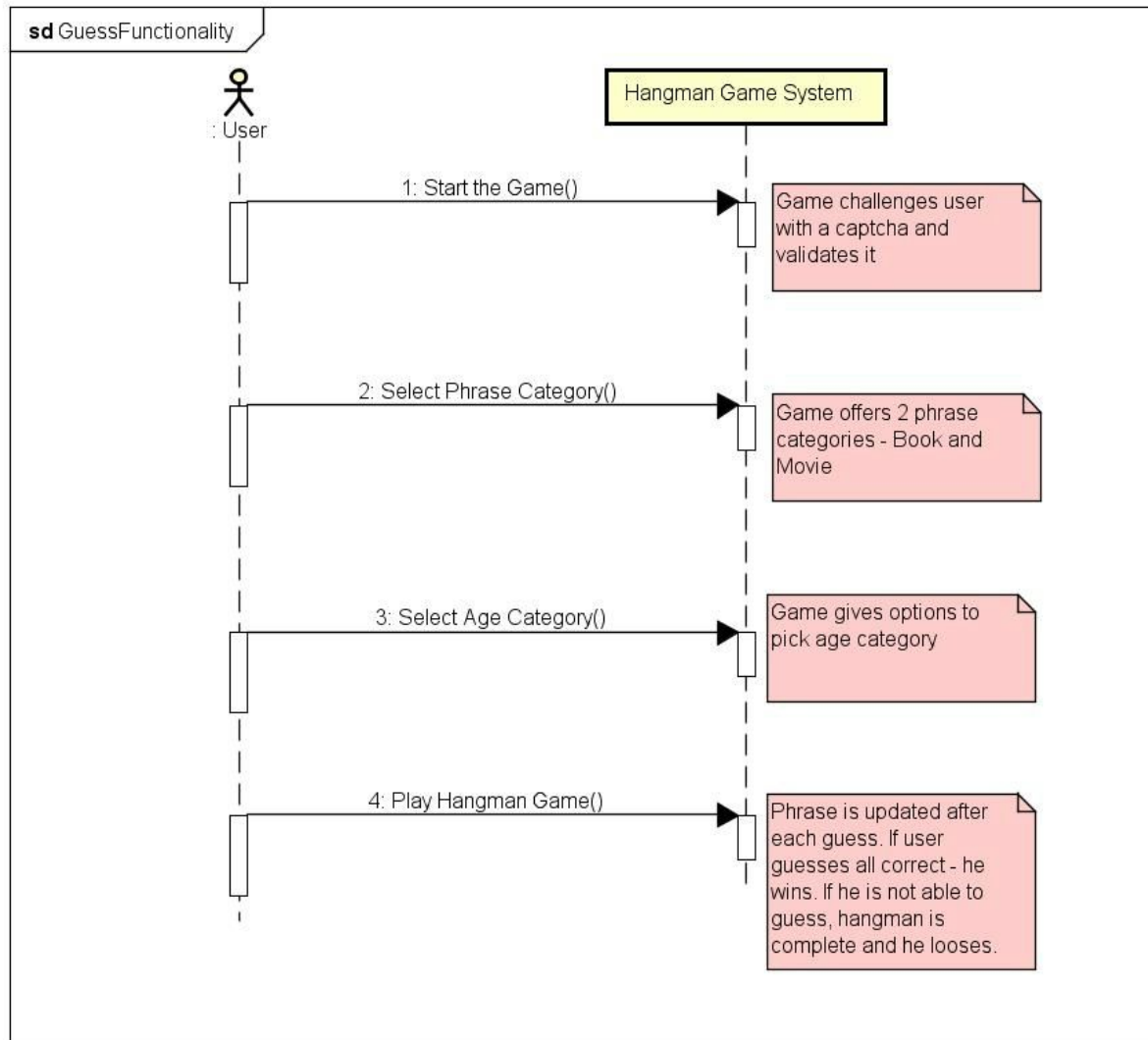Game displays the guess phrase as per the category chosen - Book or Movie

**Use Case Name :** Select the Age group.

**Brief Description :**
User wishes to play the Hangman Game by selecting a particular Age group.

**Actors :**
User

**Basic Flow :**
1. User starts up the game by entering the correct captcha.
2. User selects the phrase category (Movie or Book) that he wants to play with
3. User selects the appropriate Age group that he belongs to.

**Alternate Flow :**

**Preconditions :**
User should be able to read and write
User must access Hangman game by entering captcha and proving that he/she is human.
User must select the phrase category.

**Success Guarantee :**
User can continue playing the game by selecting the particular Age group

**Minimal Guarantee :**
User can click the cross (Exit) button of main frame and can exit from game

**Sequence Diagram:**

| **Use Case Name :** Play the Hangman Game (to win/lose) |
|---|
| **Brief Description :**<br>User wishes to play the Hangman Game by entering Captcha, selecting age category, selecting Movie or Book phrase category. He may win or lose. |
| **Actors :**<br>User |
| **Basic Flow :**<br>    1.   User starts up the game by entering captcha.<br>    2.   User selects either Movie or Book phrase category<br>    3.   User selects the appropriate age category.<br>    6.   User starts playing the game. |
| **Alternate Flow :** |
| **Preconditions :**<br>User should be able to read and write<br>User should select phrase category and age group that he belongs to. |
| **Success Guarantee :**<br>User plays the game by guessing the characters for the phrase. |
| **Minimal Guarantee :**<br>User can click the cross (Exit) button of main frame and can exit from game |

**Sequence Diagram**

**Use Case Name :** Guess functionality

**Brief Description :**
The user wishes to play the Hangman game by guessing characters that could make up the shown blank phrase.

**Actors :**
User

**Basic Flow :**
1. User starts the game
2. User picks the categories
3. User is asked to start guessing letters
4. User picks the letter of his/her choice
5. The game responds according to whether the character is present in the phrase or not.

**Alternate Flow :** User realizes he/she cannot guess more if the hangman has been built completely

**Preconditions :**
User should be able to read and write
User must access Hangman game by entering captcha and proving that he/she is human.
User must pick the categories of his/her choice

**Success Guarantee :**
User can guess letters of Book names or Movie names

**Minimal Guarantee :**
User can click the cross (Exit) button of main frame and can exit from game

**Sequence Diagram**