HANGMAN GAME

Precondition: The game is running.

Postcondition: the game menu is shown.

Main scenario

1. Start when the player want to start the game.
2. The system presents Two option and the player should choose one of them.
    1. Single player
    2. Multiplayer
3. The system presents Three option of levels
    1. Easy mode: Words is 4 and less letters.
    2. Medium mode : Words is less than 6 letters.
    3. Hard mode : Words can be more than 6 letters.
4. The system starts the game (see Use Case 2).

Alternative scenarios

3.1 The Gamer makes the choice to quit the game.

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

UC 3 Quit Game

Precondition: The game is running.

Postcondition: 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

1. The system returns to its previous state