## Use Case: Play Maze

**Actor:** DB, algorithm, user, maze

**Target:** Play the 2D maze game by controlling the player's actions.

**Pre-condition:** - The maze has been created and is ready to be played.
- The user can perform any action he would like.
- The maze and player's position are displayed on the user interface.

**post-condition:** - The correct web page will display to the user with all the details
- There will be no error notification

**Main Success Scenario:**

1- The browser send a HTTP request to the server to get the data of the web site.

2- The system presents the User with the maze and the player's starting position.

3- The system checks if the player has reached the maze's exit point.

4- The system will let the player to choose if he want to keep playing or to quit .

5- the maze will be saved in the data base.

**Exception Scenario:**

1- if there will be error while creating the maze the system will try to create another one.

2- If the User inputs an invalid command, the system displays an error message and prompts the User to enter a valid command.

3- If there is no memory to save the maze, the system will display an error message.