**Use Case UC1 :** Play a Level

**Scope:** Chewy Lokum Legend Game

**Level:** User Goal

**Primary Actor:** Player

**Stakeholders and Interests:**

*- Player:*

Wants to play a bug-free game, wants to be able to beat the level according to the rules, and wants to see current score and remaining moves

**Pre-conditions:**

-Application is loaded.

-System should be able to read and write on OS.

-Level is selected and the level’s instances are retrieved, or a saved game is selected and the saved game’s instances are retrieved.

**Post-conditions:**

-Game has ended. Level statuses (locked/unlocked) and high scores are updated.

**Main Success Scenario:**

1. User starts playing.
2. Board is loaded with a specific combination of lokums.
3. User selects a cell from the board.
4. User selects another cell from board to swap them.
5. System takes the board and the swap action.
6. System makes the swapping operation.
7. System erases, falls, or generates pieces, if it is needed.
8. System displays the result of the swapping operations.
9. System ensures the board is playable.

*Repeat steps 3 to 8 until the level up condition(s) is/are reached.*

1. System updates user profile’s high scores and unlocked level list and saves the profile.
2. System prompts user to choose his end-of-the-game action.

**Extensions:**

\*a. At any time, System fails:

1. Application tries to restart automatically.

\*b. At any time, User selects save option.

1. Save game window is displayed.
2. User enters a label for that game.
3. User confirms the saving.
4. System gets the game board and state and saves the game permanently.
5. The window is closed.

\*c. At any time, User selects end game button.

1. System warns the player about the unsaved data will be lost.
2. Game is ended by the system.
3. Level selection menu is appeared.

3a. User decides to use a Special Move

1. User actives special movement by selecting the use a special move button.
2. User selects a cell from the board.
3. User selects another cell from board to swap them.

4a. User tries to make an invalid move

1. System warns user and deselects the selected cells.

9a. There is no more remaining move.

1. System updates user profile’s high scores and unlocked level list and saves the profile.
2. System prompts user to choose his end of the game action.

9b. The time has ran out.

1. System updates user profile’s high scores and unlocked level list and saves the profile.
2. System prompts user to choose his end of the game action.

9c. There is no available movement.

1. System creates a new board.