**Use Case UC2 :** Select Level

**Scope:** Chewy Lokum Legend Game

**Level:** User Goal

**Primary Actor:** Player

**Stakeholders and Interests:**

*- Player:*

Wants to play bug-free game, wants to be able to choose an unlocked level, wants to be able to view past high-scores, and wants to be alerted when he cannot play a certain level/view a certain level’s high score

**Pre-conditions:**

- Unlocked level list is retrieved from the User Profile data.

- High scores of the levels are retrieved from the game data.

**Post-conditions:**

-Level to play is selected. Application initializes new game at selected level.

**Main Success Scenario:**

1. User enters to the “Select Level” menu.
2. System generates list of unlocked and locked levels and corresponding high scores.
3. System shows the levels to the user.
4. User selects desired unlocked level.

**Extensions:**

\*a. At any time, System fails:

1. Application tries to restart automatically.

3a. User decides to return to main menu:

1. Application loads main menu.

4a. User selects locked level:

1. Application gives message about level not being available.

2. User is asked to select an unlocked level.

4b. User selects to view a level’s high score:

1. Application displays level’s high score of all existing users.

1a. Level is locked:

1. Application displays message about level being locked.