USE Cases

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| Use case Name: | PLAY |
| Participating actors: | Player |
| Flow of events: | 1. Player opens the main game window  2. Player chooses to play the game, thus presses ‘’PLAY” button  3. Player is directed to the Choose Dimension screen to continue |
| Entry condition: | Player has opened the window of the game |
| Exit condition: | The player is in Choose Dimensions screen and presses ‘GO BACK’ button to return to the main screen OR presses ‘EXIT’ to close the window |
| Quality requirements: | None |

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| Use case Name: | CHOOSE DIMENSION |
| Participating actors: | Player |
| Flow of events: | 1. Player presses Play in the main Screen  2. Player enters the ‘ChooseDimension’ screen  3. Player chooses one of the three options for the board size  4. Player is directed to that specific dimension’s levels screen |
| Entry condition: | The player has already chosen to play. |
| Exit condition: | The dimension is chosen and player enters the levels Screen of that specific dimension OR the player presses ‘BACK’ and goes back to main screen OR presses ‘EXIT’ to close the game window |
| Quality requirements: | Waits for the player to choose dimension level to play game |

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| Use case Name: | GO TO GAME |
| Participating actors: | Player |
| Flow of events: | 1. Player chooses one of the unlocked levels in the Levels screen  2. Player is directed to the gameplay screen |
| Entry condition: | Player should have chosen to play in a specific dimension and should have unlocked the level he/she wants to play. |
| Exit condition: | The dimension is chosen and player enters the levels Screen of that specific dimension OR the player presses ‘BACK’ and goes back to main screen OR presses ‘EXIT’ to close the game window |
| Quality requirements: | None |