Scenario name: winningGame

Participating X: Player

actor instances

Flow of events

1. X decides to open Rush Hour.
2. X decides to create a game and presses Play Game button.
3. X starts the game with 6X6 dimensions.
4. X realizes only the first level of the dimension is available and decides to play it.
5. X plays the game with moving the blocks up and down and moving the car right and left.
6. X arrives the end.
7. X completes the level and get three stars.
8. X quits the game.