**Use Case Name: Game Over**

**Participating Actor:** Player

**Stakeholders and Interests:** Player cannot complete the level before time limit, goes back to previous screen or just quits the game.

**Entry condition:** Player should be in the game screen.

**Exit condition:** Player returns to the levels screen; the game will reset.

**Main flows of events:**

1. Player chooses any dimension with any levels.
2. Player opens the timer mode.
3. Player cannot complete the puzzle in given time.

**Alternative flows of events:**

1. Player chooses any dimension with any levels.
   1. Player quits the game and it resets.
   2. Player goes back to previous screen using back button and game resets.

**Use Case Name: Go Back**

**Participating Actor:** Player

**Stakeholders and Interests:** Player may want to go back between screens.

**Entry condition:** Player clicks on “Back” button in any screen.

**Exit condition:** Player returns the previous page.

**Main flows of events:**

1. Player enters any screen from main screen.
2. Player goes back to previous screen.

**Alternative flows of events:**

1. -

**Use Case Name: Undo Move**

**Participating Actor:** Player

**Stakeholders and Interests:** Player may want to undo his/her last move.

**Entry condition:** Player should be in the game screen.

**Exit condition:** Player goes back to his/her last move. (can be repeated)

**Main flows of events:**

1. Player chooses any dimension with any levels.
2. Player makes some moves.
3. If player is stuck, he/she can undo his/her move and goes back to previous ones.

**Alternative flows of events:**

1. -