Use case name	Player makes 5 times mistake
Goal In Context	A player plays the quicksort game and makes 5 mistakes, the game should terminate.
Preconditions	The player started the game successfully
Successful End Condition	The game ends itself and show the message of "no chance left"
Failed End Condition	The game continue to let the player to play
Primary actors	The player and the game
Secondary actors	None
Trigger	The player makes 5 mistakes in total before successfully complete the game.
Included Cases	Check correctness
Main Flow	Step Action 1 The player starts the game 2 The player select number for i and number for j 3 The player clicks swap to swap i and j 4 The program check if this is correct move include: :Check correctness 5 Loop 2-4 6 Error count hit 5 times 7 The game ends itself and display the ending msg