Use case: Start single-player game

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| Use Case Name | Start single-player game session |
| Scope | Plumbers on ICE Game App |
| Level | User goal |
| Primary Actors | Player |
| Stakeholders and Interests | - Player: Wants to begin playing a level in single-player mode |
| Preconditions | User has installed and started the game application, has created an account, and signed in with that account within the game app. |
| Success Guarantee | The player has chosen the level he wants to play, the level loads successfully and gameplay begins. |
| Main Success Scenario | 1. System asks the player to choose single-player or multi-player mode.  2. Player chooses single-player mode.  3. System prompts the user to choose from the available levels, with an indication as to which ones are unlocked.  4. Player chooses one of the unlocked and available levels.  5. System initiates a single-player game session on the selected level and gameplay begins. |
| Extensions | 4a. Player chooses a level he has not unlocked yet.  i. The system ignores the player’s choice and allows him another chance to choose a level |
| Special Requirements |  |
| Technology and Data Variations List |  |
| Frequency of Occurrence | High |
| Miscellaneous |  |