

Use Case Name: Select Any Edge
Brief Description: User need to complete the circuit by selecting a edge to continue the game
Actors: Game Player
Basic Flow: <ol style="list-style-type: none"> 1. GamePlayer launches the project in Greenfoot and clicks on run 2. GamePlayer reads the instruction and clicks next button 3. GamePlayer enters his/her name into the text box shown on the screen and hits the button named "Start" 4. GamePlayer then reads the instruction to play the game and hits the button named "Play" 5. GamePlayer then clicks on any one bulb to select the bulb and starts the game 6. GamePlayer then proceeds with selecting the next Edge to follow, out of the suggested edges 7. The corresponding card part gets selected and shifts to it required place 8. GamePlayer then selects the subsequent edge out of the suggested edge - at that time – and covers all the nodes to win 9. Depending on the final status the user wins or loses
Alternate Flow: GamePlayer realizes that he has selected the wrong edge or edges. He will win or lose based on condition check
Preconditions: GamePlayer has read the instructions and knows about the rules of the game
Success Gaurantee: The possible paths are highlighted to select one of them. The color of the edge changes to suggest that the user has selected that edge.
Minimal Gaurantee: If GamePlayer cliked on wrong edge than the wrong edge gets selected and the user will lead to the loosing consdition