

Use Case Name: Select Any Bulb
Brief Description: User need to light the first bulb to start 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 enters his/her name into the text box shown on the screen and hits the button named "Start" 3. GamePlayer then reads the instruction to play the game and hits the button named "Play" 4. GamePlayer then clicks on any one bulb to select the bulb and starts the game 5. GamePlayer then proceeds with selecting the next path to follow.
Alternate Flow: GamePlayer realizes that he wants other bulb to light first and decides to relaunch the game in Greenfoot
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 bulb changes to bright yellow.
Minimal Gaurantee: If GamePlayer cliked on wrong place then nothing happens, he can try selecting a bulb again