Use Case #1

**1. Name:** Play in Random Mode or Play in Normal Mode. (Processes are the same for both.)

**2. Participating Actor:** Players

**3. Entry Conditions:**

* System is already opened and players are on the ‘Main menu’.
* One of players clicks on the “Play in Random Mode” or “Play in Normal Mode” button.

**4. Exit Condition:**

* Both of players set their ‘Handballer’ appearances, and
* Both of players set their uniforms and colors of skin, and
* Score and time limit is set, and
* One of players clicks on the “Start Game” button.

**5. Flow of events:**

1. System is opened.
2. ‘Main menu’ appears.
3. One of player clicks on the “Play in Random Mode” or “Play in Normal Mode” button.
4. ‘Normal Mode Game settings’ page or ‘Random Mode Game settings’ page is loaded.
5. Both of players set their ‘Handballer’ appearances.
6. Both of players set their uniforms and colors of skin.
7. Players set score and time limit.
8. One of players clicks on the “Start Game” button.

Use Case #2

**1. Name:** Play in Custom Mode

**2. Participating Actor:** Players

**3. Entry Conditions:**

* System is already opened and players are on the ‘Main menu’.
* One of players clicks on the “Play in Custom Mode” button.

**4. Exit Condition:**

* Both of players set their ‘Handballer’ appearances, and
* Both of players set their uniforms and colors of skin, and
* Score and time limit is set, and
* Type of ball is set, and
* Size of goals is set, and
* Background while playing is set.
* One of players clicks on the “Start Game” button.

**5. Flow of events:**

1. System is opened.
2. ‘Main menu’ appears.
3. One of player clicks on the “Play in Custom Mode” button.
4. ‘Custom Mode Game settings’ page is loaded.
5. Both of players set their ‘Handballer’ appearances.
6. Both of players set their uniforms and colors of skin.
7. Players set score and time limit.
8. Players set ‘type of ball’, ‘size of goals’ and ‘background’.
9. One of players clicks on the “Start Game” button.

Use Case #3

**1. Name:**  Start Game

**2. Participating Actor:** Players

**3. Entry Conditions:**

* Players have already chosen mode of the game and complete the settings.
* One of players clicks on the “Start Game” button.

**4. Exit Condition:**

* Time limit or score limit has expired.
* Players exit the game or go back to ‘main menu’ via ‘pause menu’.

**5. Flow of events:**

1. One of players clicks on the “Start Game” button.
2. System constructs the game.
3. Background, ‘handballers’ and goals are loaded.
4. Game starts with a whistle.
5. Players aim to score by jumping and hitting ball with keyboard keys.
6. Time limit or score limit has expired and system goes back to ‘main menu’ or players leaves from the game via ‘pause menu’.

Use Case #4

**1. Name:** Pause Game

**2. Participating Actor:** Players

**3. Entry Conditions:**

* Both of players are already in the game and playing.
* One of players presses the pause button (Esc key).

**4. Exit Condition:**

* One of players presses the Esc key again, or
* One of players clicks on the ”Resume” button on the ‘pause menu’, or
* One of players click on the ”Restart” button on the ‘pause menu’, or
* One of players clicks on the ”Main menu” button on the ‘pause menu’, or
* One of players clicks on the ”Exit” button on the ‘pause menu’, or

**5. Flow of events:**

1. Players are already playing the game.
2. One of players presses the Esc key during the game.
3. Game is paused.
4. ‘Pause menu’ appears on the screen and background becomes dull.
5. One of players clicks on one of buttons on the ‘pause menu’ and they leave from ‘pause menu’.
   1. Player resumes game by pressing Esc key or clicking on the “Resume” button,
   2. Player resets score and time, and initializes the game by clicking on the “Reset” button.
   3. Player goes back to ‘Main Menu’ by clicking on the “Main menu” button.
   4. Players get out the game by clicking on the “Exit” button.