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| Use Case # | | 1 | Use Case Objective | Starting a new game | |
| Pre-condition | | |  | | |
| Post-condition | | |  | | |
| Purpose | | |  | | |
| Step | Source | | Action/Behavior | | Comment |
| 0 | System | | Game loads | | Initializes entrance screen |
| 1.1 | System | | Promps user for amount picks | |  |
| 1.2 | System | | Loads start button | |  |
| 2.1 | User | | User click amount of picks | |  |
| 2.2 | User | | Selected button is highlighted | |  |
| 3 | User | | Start button is pressed | |  |
| 3.1 | System | | System begins loading main game screen | |  |
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| Exceptions | | | No exceptions | |  |