Player · **Main Menu** · **Gameplay Box** · **Data S...**

- click on login button → Main Menu
- Prompt user for login information → Player
- Input User Information → Main Menu
- Store User Information (***) → Data S
- Press Start Button → Main Menu
- Start Game → Gameplay Box
- generate and display a problem to be answered → Player
- Shoots an Asteroid → Gameplay Box
- Check for the right answer → Data S
- (Correct Answer) Send Confirmation to Gameplay Logic
- (Wrong Answer) Send Update to Lives Count
- (Right Answer) Display "Correct!" Message and generate next question → Player
- (Wong Answer) Subtract a life from total lives, and check final amount. → Player
- Check Lives, if zero, end game. → Main Menu
- End game, display final score and name → Player