ALCANTARA, Jordan   2-ECE
SERRANO, Elwin

Use Case
1. The administrator gives the user 3 lives in order to start with the game.
2.The system then gives you 30 seconds to play the game.
2.The system then lets you choose the type of element you desire.
3.The system will then choose a random type of element.
4.The system then adds a point to your score if you manage to win against the computer.
4.The system then remains the same if it is a tie or a loss.
5.Once the system reaches the 30-second limit, the program will terminate and will display your final score.

Nouns(candidate classes):
Player
Elements
Score
Game Over

Verbs candidate operations:
Time
Life
Choice
Score
Close