

Use Case 1: Start Game

Description: Player starts the program.

Primary Actor: The player.

Pre Conditions: None.

Post Conditions: The player starts the program.

Trigger: Starting the program.

Main Scenario

1. Starts the program
2. System presents a menu with the options to play or quit
3. The Player chooses to start the game
4. The system starts the game (see Use Case 2)

Alternative scenario

1. Player chooses to quit the game
2. Player chooses an invalid option

Use Case 2: Playing the game

Description: The player typed the number that starts the game.

Primary Actor: The player.

Pre Conditions: The program is running.

Post Conditions: The player starts the game.

Trigger: Number typed in console.

Main Scenario

1. The player starts the game by typing the correct number
2. The program chooses a random word and "Guess the word" is presented
3. The player guesses a character
4. The program presents if the letter is right or wrong
 - a. Right letter presents "Correct answer", changes the hidden letter, and continues the game.
 - b. Wrong letter presents "Wrong answer", subtracts a point from the players tries, displays the new tries, and continues the game

Alternative Scenario

1. The start command doesn't work
2. The player chooses to quit the game instead

Use Case 3: Quit the game

Description: The player typed the number that quits the game.

Primary Actor: The player.

Pre Conditions: The program is running.

Post Conditions: The player quits the game.

Trigger: Number typed in console.

Main Scenario

1. The player starts the program
2. The player wants to quit the game
3. The game quits

Alternative Scenario

1. The player wants to start the game instead