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| Use Case Name | Playing Learning Game |
| Participating Actors | * Learning Game * API object * Game Developer |
| Entry Condition | * The user successfully navigates the webpage and begins playing the game * The visualization API is successfully and correctly implemented into game by Game Developer |
| Flow of Events | 1. The user begins playing the Learning Game 2. The data within the Learning Game is sent to the visualization API 3. A display window is created during game play 4. The visualization requested by the Game Developer is displayed window |
| Exit Condition | * The user closes the display window * The user stops playing the game |
| Exceptions | * The specified structures cannot be visualized by the API |