

## **UC 1 Start Game**

Precondition: none.

Postcondition: the game menu is shown.

### **Main scenario**

1. Starts when the user wants to begin a session of the hangman game.
2. The system presents the main menu with a title, the option to play and quit the game.
3. The Gamer makes the choice to start the game.
4. The system starts the game (see Use Case 2).

Repeat from step 2

### **Alternative scenarios**

3.1 The Gamer makes the choice to quit the game.

1. The system quits the game (see Use Case 2)

4.1 Invalid menu choice

1. The system presents an error message.
2. Go to 2

## **UC 2 Play Game**

Precondition: the system starts the game.

Postcondition: the game shows the result.

### **Main scenario**

1. The gamer inputs the username.
2. The game sets a word randomly from the database.
3. The gamer starts the guess the word.
4. The game shows the result.

Repeat from step 2

### **Alternative scenarios**

3.1 The Gamer guess the word correct.

1. Go to 4

3.2 The Gamer guess the word wrong.

1. If there is still chance, go to 3.
2. If there is no chance, go to 4.

## **UC 3 Quit Game**

Precondition: The game is running.

Postcondition: The game is terminated.

### **Main scenario**

1. Starts when the user wants to quit the game.
2. The system prompts for confirmation.
3. The user confirms.
4. The system terminates.

### **Alternative scenarios**

3.1. The user does not confirm

1. The system returns to its previous state