# *Actors and Goals*

| Actors | Goals |
|--------|-------|
| Player | Start a new game, setting up the game, save a game, resume the game from the saved session, change the difficulty level, change the colour codes, close the game and receiving final outcome. |
| Professor | Start a new game, setting up the game, save a game, resume the game from the saved session, change the difficulty level, change the colour codes, close the game and receiving final outcome. |
| Developer | Having a proper bug reporting system, easily able to modify or improve the game, making sure that the game meets the expectation of the game. |