**Task 2.2 Fully Dressed Use Case Diagram for Play Game.**

Fully dressed: All steps and variations are written in detail, and there are supporting sections, such as preconditions and success guarantees.

Template:

|  |  |
| --- | --- |
| **Use Case Section** | **Comment** |
| **Use Case Name** | Play Game |
| **Precondition** | Game was run and started by Play Game option from the menu. |
| **Postcondition** | User/Gamer plays game and game is running. |
| **Primary Actor**  **Supportive Actor** | -Player  -Computer |
| **Main Scenario** | User uses game and inputs information. |
| **Alternative Scenarios** | User loses, wins or exit game. |
| **Next Use Case Is Executed** | Quit Game “Terminate Application”. |

**Use Case: Play Game**

Precondition: game is started buy choosing the Play Game option in the menu.

Postcondition: game is running, and a player plays the game.

Primary Actor: Player.

Supportive Actor: Computer.

**Main Scenario:**

1. The user is given a brief information about the game.
2. System sets up field for user to give an input.
3. The user decides what letter to input in the field.
4. When the game comes to an end.
5. User has the choice to either exit or replay the game.

**Alternative Scenario:**

2.1 The user decides what letter to input in the field.

1. System lets the player know whether the guessed input is right or wrong.
2. User either loses or keeps its life of the man hanging.
3. The human parts keep adding if the player miss guess letters.

3.1 The game comes to an end.

1. If user wins, system lets the player know that the man was saved.

2. If user loses, system lets the user know what the hidden word is.

4.1 User has the choice to either exit or replay the game

1. If user decides to the exit the game, the game is terminated and jumps to user confirmation.

2. If user decides to replay the game, the process jumps to main scenario 1.