Play Game

- 1. Player indicates the desire to play a game
- 2. System asks Player to enter an unsolved puzzle
- 3. Player enters the unsolved puzzle
- 4. System displays the unsoved puzzle
- 5. Player tells system to Play the Game (solve the puzzle)
- 6. System solves the puzzle and diplays the results
- 7. System stops once the puzzle is completely solved
- 8. System displays the completely solved puzzle