

Use Case 2: Clear Current Puzzle**Scope:** Sudoku Solver**Level:** Player Goal**Primary Actor:** Player**Scenario:** N/A**Related Use Cases:** None**Stakeholders & Interests:**

- Player: Wants to clear out the current displayed Puzzle

Preconditions: A puzzle is loaded in the System and displayed to the Player**Postconditions:** The System completely resets the Puzzle and displays all blank boxes to the Player**Success Guarantees:** A completely blank Puzzle is displayed to the Player, the Puzzle is completely reset (there are no 1-9 values stored in the Puzzle)**Main Success Scenario:**

Player	Sudoku Solver
1. Clear the Puzzle	
	2. Remove any & all values ranging from 1-9 in the puzzle
	3. Display a completely cleared Puzzle

Alternative Flows:

- 2a. 3a. If the Display is already blank, the System takes no action

Special Requirements:

- None

Technology & Variations List:

- None