Clear Current Puzzle

 $Main\ Success\ Scenario:$

- 1. Player Indicates to clear the current displayed puzzle
- 2. System completely resets all the puzzle entries
- 3. System displays all blank boxes to the Player

 $Alternate\ Scenarios:$

2a. 3a. If the Displayed Puzzle is already completely blank, then the System is in the **cleared** State already, the System will neither reset nor re-display all blank boxed to the player