Use Case 1: Play Game
Scope: Sudoku Solver
Level: Player Goal
Primary Actor: Player
Scenario: N/A
Related Use Cases: None
Stakeholders & Interests:

- Player: Wants a solution to the puzzle

Preconditions: Game is started
Postconditions: Sudoku Puzzle completely solved
Success Guarantees: A Solution to the initial Sudoku Puzzle found and displayed to the Player

Main Success Scenario:

Player	Sudoku Solver
1. Play A Game (Solve a new puzzle)	
	2. Request Player to enter a new puzzle
3. Enters a new puzzle via: 1. Text File 2. Manual Entry (Player Input)	
	4. Displays Unsolved Puzzle
5. Play the Game (Solve the Puzzle)	
	6. Solve the Puzzle
	7. Displays the "evolving" solution
	8. Stops when solution completely solved
	9. Display completed solution

Extensions (Alternative Flows):

3.1a. If the text file cannot be opened then the System indicates that to the Player, giving the player the choice to:

   1. Open a different unsolved puzzle in a different text file
   2. Perform 3.2 and Manually enter an unsolved puzzle

6a. If there is no solution to the puzzle, then the System alerts the Player

Special Requirements:

- None

Technology & Variatios List:

- There are several different Sudoku Solvers available, future incarnations of the Sudoku Solver plan to employ the different type Solvers.