

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

Extensions

- 2b. 3b. If a Player Desires to play a New Game, and the System is currently displaying a Game, (see *Use Case 3: The Player Shall Start a New Game*, then the System first clears the current Game **prior** to loading a New Game (see *Main Success Scenario Steps 1-3 in this current Use Case*).
- 2c. 3c. If a Player Desires to play a New Game, and the System is currently displaying an Unsolvable puzzle (see *Use Case 3: The Player Shall Start a New Game*, then the System first clears the current Puzzle **prior** to loading a New Game (see *Main Success Scenario Steps 1-3 in this current Use Case*).

Special Requirements:

- None

Technology & Variations List:

- None