

Use Case 3: Start New Game**Scope:** Sudoku Solver**Level:** Player Goal**Primary Actor:** Player**Scenario:** N/A**Related Use Cases:** None**Stakeholders & Interests:**

- Player: Wants to start a New Game

Preconditions: Sudoku Solver is started**Postconditions:** A New Game is loaded in the Sudoku Solver and displayed to the player**Success Guarantees:** A new game is loaded and in full display of the Player**Main Success Scenario:**

Player	Sudoku Solver
1. Start a new game	
	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

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 New Game (Unsolved Puzzle) Text file
2. Perform 3.2 and Manually Enter a New Game (Unsolved Puzzle)

3.1b If the text file cannot be read, or is not of the expected format, then the System does not load the puzzle, indicates the issue to the Player, giving the Player the choice to:

1. Open a different New Game (Unsolved Puzzle) Text file
2. Perform 3.2 and Manually Enter a New Game (Unsolved Puzzle)

Special Requirements:

- None

Technology & Variations List:

- None