Play Game

Main Success Scenario:

1. Player Indicates the desire to play a game

2. System asks Player to enter an unsolved puzzle

3. Player enters an unsolved puzzle either via:

   (a) Text File
   (b) Direct User Input

4. System displays the unsolved puzzle

5. Player commands System to play the game

   (a) Solve the puzzle

6. System solves the puzzle

7. System displays the puzzle solution "while solving"

8. System stops one the puzzle is completely solved

9. System displays the completely solved puzzle

Alternate Scenarios:

3aa. If the text file unsolved puzzle cannot be opened, then the System indicates that to the Player

5aa. 6a If the puzzle cannot be solved, then the System indicates to the Player of such