

**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)

**Special Requirements:**

- None

**Technology & Variations List:**

- None