

**Use Case 1: Play Game****Scope:** Sudoku Solver**Level:** Player Goal**Primary Actor:** Player**Scenario:** N/A**Related Use Cases:** *Use Case 3: The Player Shall Start a New Game***Stakeholders & Interests:**

- Player: Wants a solution to the puzzle

**Preconditions:** Game is started, a new puzzle is loaded into the Solver and displayed to the Player (See: *Use Case 3: The Player Shall Start a New Game*)**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 the Game (Solve the Puzzle)	
	2. Solve the Puzzle
	3. Displays the “evolving” solution
	4. Stops when solution completely solved
	5. Displays the completed solution

**Extensions (Alternative Flows):**

2a.,3a. 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.