

Use Case: Choose Difficulty

Summary: The user can select the number of plays for the game.

Priority: High

Includes: Select Options

Participators: The player.

Normal flow of events

	Actor	System
1	Player <u>selects</u> the option “ Difficulty ”.	
2		The options <u>changes color</u> from white to red. Default difficulty “ Easy ” is displayed.

Alternative flow

	Actor	System
1	Player <u>selects</u> the option “Difficulty”.	
2		The <u>options changes</u> color from white to red. Default difficulty “Easy” is displayed.
3	Player <u>presses down</u> the right arrow-key	
		The <u>difficulty changes</u> from Easy to Medium , from Medium to Hard and from Hard to Easy.