Player plays the game

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| USE CASE 2 | The Player plays the game | |
| Goal in Context | Player starts playing the game. breaks all the bricks. So player passes the next level | |
| Scope & Level | Game , Game Levels | |
| Preconditions | Player must be logged in the game | |
| Success End Condition | Player must progress on the levels of the game in accordance with its performance | |
| Failed End Condition | Player fails bouncing the ball with the paddle so it cannot make a progress | |
| Primary,  Secondary Actors | Player  Bricks, Paddle, Balls | |
| Trigger | Player starts play game after it logs in | |
| DESCRIPTION | Step | Action |
|  | 1 | A logged in player clicks play the game button |
|  | 2 | Player starts the first level of the game with 3 lives in a multiple level game |
|  | 3 | Player finished all the rounds with success (i.e it is not run out of lives until the last level and completes the last level) |
| EXTENSIONS | Step | Branching Action |
|  | 2a | Player chooses to play the game in only one level, which is the easy mode. |
| SUB-VARIATIONS |  | Branching Action |
|  | 3a | Player cannot finish the game with success through the game levels |