

Use Case UC1: Play

Scope: Chewy lokum legend

Primary Actor: User

Preconditions: Game is started (initialized) but “load game” is not selected.

Level can be chosen or may be default.

Success Guarantee (or Postconditions): Game is running.

Main Success Scenario (or Basic Flow):

1. User arrives at a computer, opens the game and click the start after selecting a level.
2. Comes the game screen. And the game begins.

Extensions (or Alternative Flows):

- 1a. User clicked the load game.
 - 1.Game begins running but from where it is saved.

Use Case UC2: GameOver

Scope: Chewy lokum legend

Primary Actor: User

Preconditions: Game is played and no more move options left.

Success Guarantee (or Postconditions): Highscore screen.Exit the Game

Main Success Scenario (or Basic Flow):

1. User played the game
2. No more move() options left.
3. GameOver
4. Highscore screen , after that exit the game.