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LucidChart
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# UML Use Case Diagram

User

User selects to play the game

The game appears and the user plays until they die

A new high score may be added to leaderboard and to user data

User selects to look at the leader board

The two leader boards are shown in a tab bar controller

User selects option tab

User selects a previous user account

Old user data is loaded in such as high scores and difficulty

Changes the difficulty toggle

User selects to create new user

The game difficulty changes

A new user is created and new data is created for the user as well