# Level of Difficulty

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| **Use Case Name**: Game Level of Difficulty |
| **Brief Description:**  When player first enters the game, the player is presented with an option to choose a difficulty level. The levels to choose from are: Low, Medium, and High. After the player chooses a difficulty level, the game will create a set of game actors to start the game. |
| **Actors:** Player and Game |
| **Basic Flow:**   1. The Player invokes the game 2. The Player chooses a difficulty level 3. The Game creates a set of game actors to start the game |
| **Alternate Flow:**  N/A |
| **Preconditions:**  The player must choose a difficulty level |
| **Success Guarantee:**  The set of game actors are created based on the difficulty level chosen |
| **Minimal Guarantee:**  N/A. |