# Start of Game

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| **Use Case Name**: Start of Game |
| **Brief Description:**  After the player has chosen a difficulty level, the game will create a set of actors in the game so that the actor can start to play |
| **Actors:** Player and Game |
| **Basic Flow:**   1. The game creates the actors specific to the level chosen 2. The player observers that all actors are there 3. Player clicks run |
| **Alternate Flow:**  N/A |
| **Preconditions:**  The player must choose a difficulty level |
| **Success Guarantee:**  The player sees that all actors are there in the game, for example for difficulty level 1, there should be 5 snakes, 5 lettuces, 1 ladybug, and 1 turtle. |
| **Minimal Guarantee:**  N/A. |