

<b>Use Case Name:</b> Egg Catcher World
<b>Brief Description:</b> Player tries to catch as many eggs as he can
<b>Actors:</b> Player
<b>Basic Flow:</b> <ul style="list-style-type: none"> <li>• Player starts the game</li> <li>• Player uses right arrow to move right</li> <li>• Player uses left arrow to move left</li> <li>• Player tries to catch all the eggs</li> </ul>
<b>Alternate Flow:</b> <ol style="list-style-type: none"> <li>1. Player drops eggs</li> <li>2. Player drops three eggs and game ends</li> </ol>
<b>Preconditions:</b> Player has three lives when the game starts
<b>Success Guarantee:</b> Player never drops an egg

<b>Use Case Name:</b> Set difficulty
<b>Brief Description:</b> Player changes the difficulty
<b>Actors:</b> Player
<b>Basic Flow:</b> <ul style="list-style-type: none"> <li>• Player clicks on switch mode button</li> <li>• The mode gets changed to hard if current mode is easy</li> </ul>
<b>Alternate Flow:</b> <ul style="list-style-type: none"> <li>• The mode gets changed to easy if current mode is hard</li> </ul>
<b>Preconditions:</b> Player has to be on the menu screen

<b>Use Case Name:</b> Check high score
<b>Brief Description:</b> Player checks the high score
<b>Actors:</b> Player

**Basic Flow:**

- Player clicks on high score button
- High score dialog is displayed with current highscore

**Alternate Flow:**

- If there is no high score stored it will show zero at the beginning

**Preconditions:** Player has to be on the menu screen