UC 2 Play Game

Precondition: a random secret word has been selected.

Postcondition: the gamer has been notified if they have won or lost the game.

Main scenario:

1. Starts when the gamer wants to play a game of hangman.
2. System presents a base hangman image, secret word (represented by hyphens) and game menu.
3. Gamer guesses a letter.
4. System updates the secret word where letter is found.
Gamer repeats steps 3-4 until word is complete.
5. System generates a winner message then returns to main menu.

Alternative scenarios:

3.1 Gamer makes the choice to terminate the application (see Use Case 3).

3.2 Gamer makes the choice to quit the current game.
    1. System requests confirmation to quit game.
    2. Gamer confirms yes.
        2.1 Gamer chooses not to quit game.
        2.2 System returns to previous state.
    3. System returns to main menu.

3.3 Gamer guesses no letter or more than 1 letter.
    1. System generates an error message.
    2. Go to 3.

4.1 System updates the hangman and number of remaining guesses.
    1. Go to 3.

4.2 System completes the hangman, generates a loser message and then returns to main menu.