

USE CASE #1	
Name	Start game
Actors	User
Brief Description	The user opens the application.
Preconditions:	none
Basic flow	The home screen is displayed and the user can select a level or read some info about the game before playing it.
Alternate flows	none
Postconditions	User selects a level and plays or info about the game are displayed.

USE CASE #2	
Name	Select Level
Actors	User
Brief Description	The user chooses one of the four levels.
Preconditions:	none
Basic flow	User selects one of the four levels and clicks on “play”.
Alternate flows	User doesn’t select a level. Level 1 is selected by default
Postconditions	The level selected is displayed.

USE CASE #3	
Name	Play game
Actors	User
Brief Description	The user clicks on the “play” button
Preconditions:	none
Basic flow	A new game starts and the board is displayed
Alternate flows	
Postconditions	The game board with one of the four default configurations is displayed and the user can move the pieces

USE CASE #4	
Name	Move
Actors	User
Brief Description	The user can move the pieces according to the game rules
Preconditions:	A piece must have been selected
Basic flow	The user drags the pieces to the free places
Alternate flows	The user tries to drag the blocks outside the board, to move them diagonally or to overlapping them and the piece won't move
Postconditions	The moves counter increments and user has the opportunity to undo or save

USE CASE #5	
Name	Undo
Actors	User
Brief Description	User decides to undo a move.
Preconditions:	The moves counter can't be 0, at least one move must have been performed
Basic flow	User clicks on “undo”
Alternate flows	Moves counter is 0 and can't decrement. The board configuration doesn't change.
Postconditions	The moves counter decrements by one and the board configuration returns to the previous condition

USE CASE #6	
Name	Settings
Actors	User
Brief Description	The user clicks on the “setting” button
Preconditions:	none
Basic flow	User clicks on “settings” 3 different options are displayed. He can save the game, load a saved one or return to the main menu
Alternate flows	none
Postconditions	Use case #7, #8 or #9

USE CASE #7	
Name	Save
Actors	User
Brief Description	The current board configuration gets saved
Preconditions:	
Basic flow	
Alternate flows	
Postconditions	

USE CASE #8	
Name	Load
Actors	User
Brief Description	The saved configuration gets loaded
Preconditions:	
Basic flow	
Alternate flows	
Postconditions	

USE CASE #9	
Name	Return to main menu
Actors	User
Brief Description	The user return to the home screen, same situation as int the use case #1
Preconditions:	
Basic flow	
Alternate flows	
Postconditions	

USE CASE #10	
Name	Change level
Actors	User
Brief Description	The user clicks on the “level” button and can choose from 4 different options
Preconditions:	
Basic flow	
Alternate flows	
Postconditions	

USE CASE #11	
Name	Best Move
Actors	User
Brief Description	
Preconditions:	
Basic flow	
Alternate flows	
Postconditions	

USE CASE #12	
Name	Solve all
Actors	User
Brief Description	
Preconditions:	
Basic flow	
Alternate flows	
Postconditions	