



## **UC 1 Start game**

-Precondition: none.

-Postcondition: The game menu is displayed.

### **Main scenario**

- 1.The game runs when the user executes the game.
- 2.The game shows a menu beginning with a welcome message and options for playing the game and quitting it.
- 3.The user choose 1 on the keyboard to play the game.
4. The system asks the user to enter his/her name, gender , age.
- 5.The player will enter his / her name, gender, age.
5. The system takes the player to next step. (See UC 2).

### **Alternative scenarios**

- 1.The player choose 0 on the keyboard to quite the game. (see UC 3)
  - 1.1 The program will terminate the game.

## **Use case 2 select game category**

-Precondition: UC 1

-Postcondition: Game gives user different words options based on the selected word category.

### **Main scenario**

- 1.The system will show the player a game category menu (1. Animals 2. Countries 3. Fruits).
- 2.The user chooses one of the categories.
- 3.The system takes the player to the next step. (see UC3)

### **Alternative scenario**

The user enters invalid input for choosing category and the system shows “invalid input” message.

## **Use case 3 Play game**

Precondition: UC2

Post condition: game result

### **Main Scenario**

1. The player tries to guess the missing characters.
2. The player wins the game.
3. The system shows a message “Winner winner chicken dinner, Congratulations you won !”.

Extension:

- 1.The player loses the game.
- 2.The system will take the player to next menu (See UC4).

## **UC 4 Quit game**

Precondition: UC3

Postcondition: game termination.

### **Main Scenario**

1. The system will show a message “Do you want to play another game? (yes /no)”
2. The player will type no on the keyboard.
3. The system will show a message “Are you sure you want to quit?”.
4. The user re-confirms.
5. The system will be terminated.

Extension:

1. The system will show a message “Do you want to play another game? (yes /no)”
2. The player will type yes on the keyboard.
3. Go to UC2.