Bowling game: Interacting with the menu

Here some screenshots of the interaction with the menu:

```
Start Command Prompt with Ruby (2) - ruby main.rb

— □ ×

Welcome to Bowling BBC

1 - fidd a player
2 - Remove a player
3 - See list of players
4 - Play
5 - Quit

Please choose an option:
```

1. Add a player (up to 6)

```
Enter the name of the player: Luis

LUIS added correctly

Press any key to continue . . .
```

Exceptions:

2. Remove a player

```
Welcome to Bowling BBC

1 - Add a player
2 - Remove a player
3 - See list of players
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Please choose an option: 2
Enter the number of the player that you want to remove
1: OMAR 2: LAURA 3: PETER 4: SILVIA 5: TITO
```

Exceptions: Try to remove a player from an empty list

```
Welcome to Bowling BBC

1 - Add a player
2 - Remove a player
3 - See list of players
4 - Play
5 - Quit

Please choose an option: 2

The list of players is empty

Press any key to continue . . .
```

3. See list of players

Exceptions: Display an empty list

```
Welcome to Bowling BBC

1 - Add a player
2 - Remove a player
3 - See list of players
4 - Play
5 - Quit

Please choose an option: 3

The list of players is empty

Press any key to continue . . . ______
```

4. Play the game

Exceptions: Play a game with an empty list of players

```
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Local
```

5. Quit

In case the firts option when displaying the menu is #5:

```
Welcome to Bowling BBC

1 - Add a player
2 - Remove a player
3 - See list of players
4 - Play
5 - Quit

Please choose an option: 5

Thanks for playing. See you soon!

C:\Ruby\Bowling>
```

If after playing a round, the players want to quit: