

## **UC 1 Start Game**

Precondition: none.

Postcondition: the game menu is shown.

### **Main scenario**

1. Starts when the user wants to begin a session of the hangman game.
2. The system presents the main menu with a title, the option to play, the option to add nickname or quit the game.
3. The Gamer makes the choice to start the game.
4. The system starts the game (see Use Case 2).

*Repeat from step 2*

### **Alternative scenarios**

3.1 The Gamer makes the choice to quit the game.

1. The system quits the game (see Use Case 2)

4.1 Invalid menu choice

1. The system presents an error message.
2. Go to 2

## **UC 2 Play Game**

Precondition: The system shows start menu

Postcondition: The Gamer wins and message is shown

Alt Postcondition: The Gamer loses and a message is shown.

### **Main scenario**

1. The system picks a word and show one underscore for each letter, it also shows a message with how many guesses left.
2. The Gamer pick a letter on keyboard to make a guess.
3. The system put the letter in right place and change an underscore to the picked letter.
4. Go to 2
5. The system shows a message when all correct letters is found. "You won! Go Back to menu".

## 6. Go to UC1.2

### **Alternative scenarios:**

2.1 The Gamer wants to quit game and uses the quit-button before tried any guesses. (UC 4)

1. The system terminates.

3.1 The system says it is wrong letter and there is one guess less.

1. The guessed letter shows in a box of used letters.

2. Go to 2.

3.1 The Gamer wants to quit game and uses the quit-button during the game. (UC 4)

1. The system terminates.

5.1 The system shows a message when all guesses is tried. "You are hanged. Go back to menu".

1. Go to UC1.2

### **UC 3 Add nickname**

Preconditions: the game menu is shown.

Postconditions: the nickname is saved and remembered during play, until (UC 4)

### **Main scenario**

1. Starts when the Gamer wants to add a nickname.
2. The system presents a place to write in nickname.
3. The Gamer writes a nickname.
4. The system presents a lucky message and responds the nickname.

### **Alternative scenarios:**

2.1 The Gamer wants to quit game and uses the quit-button during the game. (UC 4)

1. The system terminates.

2.1 The Gamer wants to go back to menu.

1. The system shows main menu. (UC1.2)

4.1 The system presents an error message if the name was too long.

1. The system shows main menu. (UC1.2)

## **UC 4 Quit Game**

Precondition: The game is running.

Postcondition: The game is terminated.

### **Main scenario**

1. Starts when the user wants to quit the game.
2. The system prompts for confirmation.
3. The user confirms.
4. The system terminates.

### **Alternative scenarios**

3.1. The user does not confirm

1. The system returns to its previous state