Use Case: Guess Card

**Main Scenario:**

1. Player opens the game;
2. The instruction of the game is showed on the screen.
3. Player click “next” button
4. System shows the random cards in 5\*5 grid
5. (option) Player click “Assist from magician”;
6. Magician put extra cards
7. Curtain down; A random card in 5\*5 grid is flipped
8. Player guesses which card has been flipped
9. System show the results

**Extensions:**

6a. Player successfully finds the flipped card, System congratulates the player and give player an option to go to the harder level or learn the trick from magician.

6b. Player fails to find the flipped card; System animated the correct card and magician comes and shows the secret of the trick.

Use Case: Learn the trick

**Pre-condition**: Player clicks “learn the trick” option or player fails to find the flipped card

**Steps:**

1. Magician tells the instruction to place the extra cards
2. Animate the calculation for each line and each row
3. Highlight the error line and row
4. Marked the flipped card

Use Case: Play the trick (option)

**Pre-condition**: Player learned the trick

**Steps**:

1. Restart the game.
2. The instruction of the game is showed on the screen.
3. Player click “next” button
4. System shows the random cards in 5\*5 grid
5. Player select “play the trick yourself”
6. System places a deck of cards in the screen
7. Player drag the card into the extra space for each row and each column
8. Player click the extra cards to face down or face up (optional: system check the result)
9. Curtain down; A random card in 5\*5 grid is flipped
10. Player guesses which card has been flipped
11. System show the results