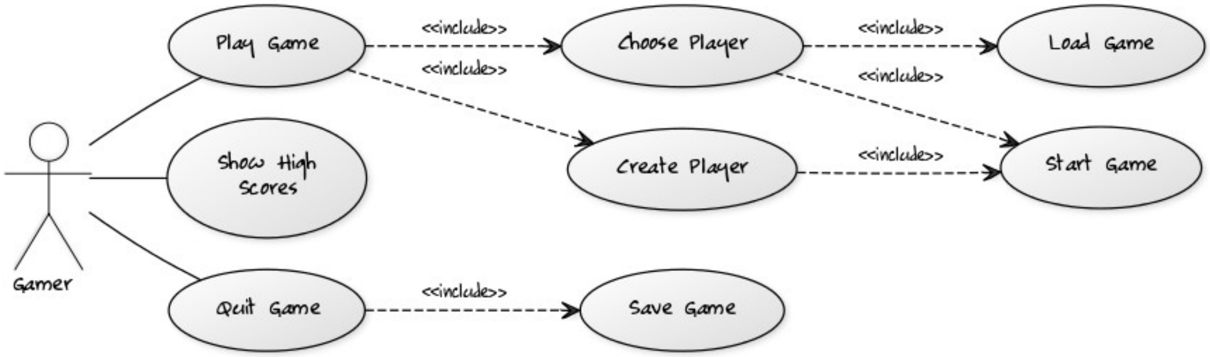
Use Case Diagram



UC 1: Start Game

Gamer: wants to start playing Hangman The Game

Main scenario

1. Gamer runs the game program
2. Program asks to choose a player (see UC 3. choose a player) or to create a new one (see UC4 create player)
3. Gamer choose or create a player
4. The Program presents the main menu with a title, the option to play or to load unfinished game or to show the table of high scores or to quit the game or to show the rules.
5. Gamer makes choose to start the game.
6. System starts the playing process (see UC 2 play the game)

Alternative scenarios

Repeat from step 5

5.1 The Gamer makes the choice to quit the game
1. The program quits the game (see UC 9 quit the game)

5.2 The Gamer makes the choice to load the game
1. The program start the game from the saved point (see UC 5 load the game)

5.3 The Gamer makes the choice to see a High Score Table
1. The program shows the table with top players and their results (see UC 7 show high scores)

5.4 The Gamer makes the chosce to see The Game Rules
1. The program shows the text of the rules (See UC 8 show the rules)

5.5 Invalid menu choice
1. The system presents an error message.

UC 2: Play the game

Precondition: The program is running and player is chosen.

Gamer : wants to win the game

Main scenario
1. Gamer starts the game (see UC 1 Start the game)
2. The Program provides a basic part of a picture of hangman and a hidden word as number of dashes. The number is equal to the number of letters
3. Gamer tries to guess a letter
4. The Program program shows all the letters instead of dashes if Gamer guessed. Otherwise The programs adds parts to a Hangman Picture.
Steps 3-4 repeats until the word is guessed or the picture is complete
If the word is guessed player gets earned points and returns to step 2.
If the picture is complete player loses all the earned points and the Program asks if he wants play againg

Alternative scenarios

at any time Gamer wants to leave the game
1 The program exits the game

UC 3. choose a player

Gamer wants to choose a player

Main scenario
1. The Pogram shows the list of available players
2. Gamer choose one of them

Alternative scenarios
2.1 Gamer cancel the choosing
1. The Program terminates choosing process and returns to previous state

UC 4. create a player

Gamer wants to create a player

Main scenario
1. The Program asks to enter the name of a player
2. Gamer provides the name
3. The Program create a player and asks to choose a player (See UC3 choosing a player)

Alternative scenarios
2.1 Gamer cancel the creation
1. The Program terminates creating process and returns to previous state

3.1 another player with the same name exists
1. The Program shows the info message and asks to pick up any other name
2. Gamer provides the name
returns to step 3 of the main scenario

UC 5. load game

Gamer wants to load the previous unfinished game

1. The Program loads saved state of the game (see UC 6 Save Game) and continues playing the game (see UC 2 Play the game)

Alternative scenarios
1.1 there is no saved games
1.The program shows a message that there is no saved games found

UC 6. save game

Precondition: Gamer confirmed to quit the game.

Gamer wants to save unfinished game

1. The Program asks for a confirmation
2. Gamer confirms
3. The program saves the current state of the game

Alternative scenarios
2.1 Gamer doesn’t confirm
1. nothing happens

UC 7. Show High Score

Precondition: The program is started

Gamer wants to see the highscores

1. The Program shows the table of highscores

UC 8. Show The Rules – deleted after 3rd iteration as low priority and not really necessarily function

Precondition: The program is started

Gamer wants to see the Rules

1. The Program shows the text of the Rules

UC 9. Quit Game

Precondition: The game is running.

Postcondition: The Program is terminated.

Gamer wants to quit the game.

Main scenario

1. The system prompts for confirmation.
2. Gamer confirms
3. The Program asks if the Gamer wants to save his current state of the game (see UC 8 Save the game) and terminates the program

Alternative scenarios

2.1. The user does not confirm
*1.*The system returns to its previous state