**Main Menu**

title Main Menu Sequence Diagram

participant User

User->Main Menu Window:Start Program

activate Main Menu Window

User->Instructions Window:Instructions Button Pressed

Main Menu Window->Instructions Window:ShowInstructionsWindow()

activate Instructions Window

User->Instructions Window:Back Button Pressed

Main Menu Window<-Instructions Window:ShowMenuWindow()

User->Players Statistics Window:Players Statistics Button Pressed

Main Menu Window->Players Statistics Window:ShowPlayersStatisticsWindow()

activate Players Statistics Window

User->Players Statistics Window:Next 15 Players Button Pressed

Players Statistics Window->Players Statistics Window:NextPlayers.actionPerformed(ActionEvent e)

User->Players Statistics Window:Back Button Pressed

Main Menu Window<-Players Statistics Window:ShowMenuWindow()

User->Get Players Window:Start Game Button Pressed

Main Menu Window->Get Players Window:ShowGetPlayersWindow()

activate Get Players Window

User->Get Players Window:Back Button Pressed

Main Menu Window<-Get Players Window:ShowMenuWindow()

**Start Game Sequence Diagram**

title Start Game Sequence Diagram

actor Players

User->Main Menu Window:Start Program

activate Main Menu Window

activate Get Players Window

User->Get Players Window:Start Game Button Pressed

Main Menu Window->Get Players Window:ShowGetPlayersWindow()

User->Get Players Window:Back Button Pressed

Main Menu Window<-Get Players Window:ShowMenuWindow()

User->Get Players Window:Players information

User->Get Players Window:NextButton Pressed

Get Players Window->GetDifficultyWindow:ShowGetDifficultyWindow()

activate GetDifficultyWindow

User->GetDifficultyWindow:Back Button Pressed

Main Menu Window<-GetDifficultyWindow:ShowMenuWindow()

User->GetDifficultyWindow:Easy / Hard Button Pressed

GetDifficultyWindow->PlayWindow:ShowPlayWindow()

activate PlayWindow

PlayWindow->Control:Create Timer and wait for \none of the players answer

activate Control

control Control

PlayWindow<-Control:Time is out

PlayWindow->PlayWindow:ChangeQuestionOnScreen()

PlayWindow->Control:Create Timer and wait for \none of the players answer

Players->Control:One if the players answer

PlayWindow<-Control:ChangeQuestion()

Control->Control:The Above happend for 50 times or End Button Pressed

Players->Control:End Button Pressed

Control->Game Over Window:ShowGameOverWindow()

participant Game Over Window

activate Game Over Window

**Game Over Window**

title Game Over Sequence Diagram

User->Game Over Window:Start Program

activate Game Over Window

User->Game Over Window:Same Players New Game Button Pressed

activate Get Players Window

Game Over Window->Get Players Window:ShowGetPlayersWindow()

User->Game Over Window:Back Button Pressed

User->Get Players Window:Players information

User->Get Players Window:NextButton Pressed

Get Players Window->GetDifficultyWindow:ShowGetDifficultyWindow()

activate GetDifficultyWindow

User->GetDifficultyWindow:Different Players New Game Button Pressed

Game Over Window<-GetDifficultyWindow:ShowMenuWindow()

User->GetDifficultyWindow:Easy / Hard Button Pressed

GetDifficultyWindow->PlayWindow:ShowPlayWindow()

activate PlayWindow

activate Review Window

control Review Window

User->Review Window:Review Button Pressed

Game Over Window->Review Window:ShowReviewWindow()

User->Review Window:Next Button Pressed

Review Window->Review Window:Review Next Question

User->Review Window:Back To Main Menu Button Pressed

Main Menue Window<-Game Over Window:ShowMenuWindow()

activate Main Menue Window

Review Window->Main Menue Window:ShowMainMenuWindow()