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 and quit the game, an option to register a new user, to log in, view high scores and add new words to the word pool.
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 3)

3.2 The Gamer makes a choice to register himself

1. The system registers the user (see Use Case 4)

3.3 The Gamer makes a choice to view the high score

1. The system displays the high score list (see Use Case 5)

3.4 The Gamer chooses to add another word to the word pool

1. The new word is added (see Use Case 6)

3.1 Invalid menu choice

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