

## UC 2 Play Game

Precondition: none

Postcondition: The player score is shown along with the option to play again

### Main scenario

1. The player wants to play a game of hangman
2. The system prompts the user to select a language
3. The player selects the language of the word that he/she will have to guess, English or Swedish
4. The system selects a word from an appropriate predefined list of words in a file and presents a player a number of dashes corresponding with the number of letters in the selected word
5. The player inputs a letter as a single character from the keyboard
6. A new set of dashes is drawn with the guessed letters in their appropriate positions, and the score is updated and increases the guess counter by one
7. If the amount of guesses is not exceeded repeat from step 5.
8. The system presents the user with a score and an option to play again
9. The user selects the option to play again (repeat from step 2).

### Alternative Scenarios

3.1 The user inputs an invalid selection, the system then informs the user and asks for a different input

5.1 The input was a single non letter character

1. The system asks the user to confirm exiting the game, after which the system exits the current session and displays the main game menu (see UC1)

5.2 The input was multiple characters

1. The system takes the first character of the input and checks whether it is a letter or not.

1.1 If it is, the system then checks if it is contained the word.

1.1 If it is not a letter, asks the user to confirm exiting the game

7.1 The amount of guesses is exceeded, displaying the player's score and asking the user if he would want to play again