

UC 1 Start Game

Precondition: None

Postcondition: The game menu is shown

Main scenario

1. Starts when a user wants to start a session of hangman.
2. The system shows a menu with option to play, to set nickname, multiplayer choice and quit game.
3. User makes choice to start the game.
4. The system starts the game.

Alternative scenarios

- 3.1 The user makes choice to quit game.
 1. The system quits the game (See use case 2)
- 4.1 Invalid menu choice
 1. The system presents an error message.
 2. Go to menu. Step 2.

UC 2 Set nickname

Precondition: The game is running.

Postcondition: Menu is shown.

Main scenario

1. User makes choice in menu to set nickname.
2. User enters new nickname.
3. Main menu is shown.

Alternative scenario

- 2.1 User does not enter anything.
 1. Error message is shown
 2. Goto 2.

UC 3 Play Game

Precondition: The game is running.

Postcondition: The game menu is shown.

Main scenario

1. Starts when user makes choice to start game.
2. A string of underscores is shown that represents the length of the word.
3. User guess one letter after another to complete the word.
4. User complete word within 10 failed attempts.
5. An option to play again is shown.

Alterative scenarios

- 3.1 User enters more than one letter.
 1. Show error message
 2. Goto 3.
- 4.1 User fails to complete word.
 1. Goto 5.

UC 4 Quit Game

Precondition: The game is running.

Postcondition: The game is terminated.

Main scenario

1. Starts when the user wants to quit the game.
2. The system terminates.