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| UC 1 Start Game | |
| Preconditions | Start Game has been selected in main menu |
| Post conditions | Game menu is shown |
| **Main Scenario:** | |
| 1. | Starts when the user wants to begin a session of the hangman game. |
| 2. | System prompts the user to choose to register a new player, log in, quit. |
| 3. | Player choice to log in |
| 4. | System presents a list of registered users and requests username and password |
| 5. | Player enters username and password. |
| 6. | The system starts the game(see UC 1.1) |
| *Repeat from step 2* | |
| **Alternate Scenarios:** | |
| 3.1 | Player choice to register |
| 3.1.1 | System requests user to input username and desired password and an option to cancel |
| 3.1.2 | Player inputs username and desired password |
| 3.1.3 | Player chooses to cancel |
| 3.1.2.1 and 3.1.3.1 | Player is returned to Main scenario step 1. |
| 3.2 | Player choose to quit |
| 3.2.1 | Go to UC 5 |
| 3.3 | Invalid user choice |
| 3.3.1 | The system presents an error message |
| 3.3.2 | Go to 2 |
| 5.1 | Player chooses to cancel login |
| 5.1.1 | Player is returned to Main scenario step 1 |
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| UC 1.1 Play Game | |
| Precondition | Navigated through UC 1 with a valid username and password. |
| Postcondition | Player wins a game and score is added to player username high-score |
| **Main Scenario:** | |
| 1 | System presents a line for each letter in the generated word as well as the number of tries(10) the player has left, requests a letter from player and an option to quit. |
| 2 | Player chooses a letter |
| 3 | Correct letter, system fills the corresponding line with the letter, prints it and requests another letter from the player and the option to quit |
| *Step 2 and 3 repeats until the word is completed, the tries run out or player opts to quit* | |
| 4 | Correct word! System prints the full word, the username of the player and number of tries left.  Score is saved to user. Player is opted to play again, quit or view high-score. |
| 5 | Player chooses to play again(Go to step 1) |
| **Alternate Scenarios:** | |
| 2.1 and 5.1 | Player opts to quit |
| 2.1.1 or 5.1.1 | Go to main menu |
| 2.2 | Input is not a letter(and not quit option) |
| 2.2.1 | An error message is printed and user is asked to try again. |
| 4.1 | Player runs out of tries without finishing the word. System asks if player wants to play again or quit. |
| 4.1.1 | Player opts to quit(return to main menu) |
| 4.1.2 | Player opts to try again(go to main scenario step 1) |
| 5.2 | Player chooses to play again(go to main scenario step 1) |
| 5.3 | Player chooses to view high-score |
| 5.3.1 | Go to UC 4 |
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| UC 2 Import Wordlist | |
| Precondition | Player/admin has selected import wordlist in main menu |
| Postcondition | A list of words is successfully added to be selected in UC 3 |
| **Main Scenario** | |
| 1 | System asks for admin password |
| 2 | Player/user inputs admin password |
| 3 | System asks Player/user to input listname and format(i.e randomlist.txt) |
| 4 | Player inputs listname and format according to instruction |
| 5 | System imports list and player is sent to UC 1 step 1 |
| **Alternate Scenario** | |
| 4.1 | Player/admin provides an invalid list or non-existing list. |
| 4.1.1 | An error is printed and user is prompted to try again or cancel |
| 4.1.1.1 | Player/admin tries again |
| 4.1.1.2 | Go to 3 in main scenario |
| 4.1.2 | Player opts to cancel |
| 4.1.2.1 | Return to main menu. |
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| UC3 Select Wordlist | |
| Precondition | Player selected “Select Wordlist” in main menu |
| Postcondition | Active list for the game is changed. |
| **Main Scenario** | |
| 1 | System prints the current list and the available lists to choose from and asks player to select one |
| 2 | Player selects chosen list |
| 3 | System confirms chosen list and returns to main menu. |
| **Alternate Scenario** | |
| 2.1 | Player invalid selection, System asks player to try again or cancel |
| 2.1.1 | Player opts to try again, go to step 1 of main scenario |
| 2.1.1.2 | Go to step 1 in main scenario |
| 2.1.2 | Player opts to cancel |
| 2.1.2.1 | System returns to main menu |
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| UC 4 View Highscore | |
| Precondition | Player selected to view highscore in main menu |
| Post condition | Top 10 players are printed by system |
| **Main scenario** | |
| 1 | System prints the highscore list and gives the player an option to quit the list |
| 2 | Player quits the list |
| 3 | System returns to main menu |
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| UC 5 Quit Game | |
| Precondition | The game is running |
| Post condition | The game is terminated |
| **Main Scenario** | |
| 1 | Starts when the user wants to quit the game |
| 2 | The system prompts for confirmation |
| 3. | The user confirms |
| 4 | The system terminates |
| **Alternate Scenario** | |
| 3.1 | The user does not confirm |
| 1 | The system returns to its previous state |
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