Use Case of GuessGame Application

# Introduction

This documentation describes the use cases of GuessGame, a number-guessing Java application.

# Starts and Ends

**Use Case Begins**: The application display the following message to start the game.

“Are you ready for the game?”

The user chooses a number in his mind and types “ready” to indicate to the computer that he is ready to begin playing.

**Use Case Ends**:

1. End of The Current Game: If the game is playing, the user types “yes” if the application respond the right answer in his mind, or “end” to finish the current of the game. The user can types “end” any time to finish the game.
2. End of Application: If the game has not started and the application displays the ready message (see message in the above “Use Case Begins” section), the user can type “exit” to quit the application.

# Action

“higher”: The user types “higher” to indicate the number shall go higher.

“lower”: The user types “lower” to indicate the number shall go lower.

“yes”: The user types “yes” if the application guessed the right number.

“end”: The user types “end” to finish the current round of the game.

# Additional Flow

When a game is finished, the application will automatically start a new game. The user can choose to type in “exit” to exit the application.