**Use Case 1: Start a new game session**

Actor: Player

Goal in context: To initiate a new game of Trivia of the Union

Preconditions: The system is running. A player knows how to start a new session.

Trigger: The player decides to start a new game, i.e., to run the system.

Scenario: Player initiate a new game of Trivia of the Union by first running the system and then (optional requirement) making a choice for level of difficulty.

Postconditions: A new game starts, and player 1 is prompted with the first randomly chosen trivia question. (Optional: the question is chosen based on the earlier specified level of difficulty for the current game. Optional: players are prompted to enter their names. Optional: the users’ names and their current scores are displayed on the screen)

**Use Case 2: Player selects an answer**

Actor: Player

Goal in context: To continue playing the game by answering the current trivia question

Preconditions: A game session and a game are active.

Trigger: Player selects an answer (assumes that the answers are in “multiple choice” format).

Scenario: Player continues the trivia quiz game by selecting one of the displayed answers for the current question. The system indicates that it is now the opposite player’s turn. The opposite player goes next by answering the next question. The players then alternate until the game ends. (Optional: each player has a limited time to answer the question).

Postconditions: After each answered question, the selected answer is checked by the system to see if it is correct/incorrect. If answer is correct, points are recorded and added to player’s score. (Optional: if the selected answer is incorrect, points are deducted from the player’s score. Optional: if the selected answer is incorrect, the other player has the option to “steal” those points by correctly answering the question. Optional: if the time expires before the player responds, it counts as an incorrect answer. Optional: users’ names and scores are displayed).

**Use Case 3: Game ends**

Actor: Player 2

Goal in context: To end the game and announce a winner or a draw.

Preconditions: A game session and a game are active. A player just selected an answer for his 5th (last) question.

Trigger: Player 2 answers the 5th (last) question.

Scenario: Each player has answered five questions. A message prints informing the players that the round has ended. The winning player for the round is announced. (Optional: players’ names and scores are displayed).

Postconditions: The system asks the players if they would like to start a new game of Trivia of the Union or exit the game.

**Use Case 4: Player continues a session.**

Actor: Player (could be player 1 or player 2)

Goal in context: To initiate a new game of Trivia of the Union after the current round has ended with one of the players winning.

Preconditions: A game session is active. A game round has just ended, and the players are asked whether they would like to continue the session by playing another game or exit.

Trigger: A game round ends, and players are asked to play again.

Scenario: A player choose to continue the session and start a new game.

Postconditions: A new game of Trivia of the Union begins within the same session.

**Use Case 5: Player ends a session**

Actor: Player (could be player 1 or player 2)

Preconditions: A game session is active. A game round has just ended, and the players are asked whether they would like to continue the current session by playing another game or exit.

Trigger: A game round ends, and players are asked to play again.

Scenario: A player choose not to play another game by selecting ‘exit’ option, so the current session terminates.

Postconditions: The session terminates.