Precondition:

The game is not running.

Main scenario:

1. Starts when the user wants to play.
2. The system starts the game.

Alternative scenario:

1. The user wants to quit game.

1.1 The system terminates.

2. The user wants to go to the main menu.

2.1 The system presents the main menu.

Game starts:

1. Suggest the user to guess the word.

2. System chooses the word.

3. System offers to guess the letter.

4. The user enters a letter.

5. If it is correct then the program displays this letter in the word on the screen.

5.1. The user is prompted to guess the next letter.

5.2. Back to point 3.

6. If it is not correct, then the user loses one life, the relevant information is displayed on the screen.

6.1. The user is prompted to guess the next letter.

6.2. Back to point 3.

7. If all letters are guessed, display the information on the screen.

7.1. Return to step 1.

8. If the user has used all lives, display the information.

8.1 Return to step 1.