**Kid Math Game:**

## Plantuml:

### Code:

@startuml

left to right direction

actor "Player" as player

rectangle "Kid Math Game" as game {

usecase "Play" as play

usecase "Select Answer" as select

usecase "Pause" as pause

usecase "Resume Game" as resume

usecase "New Game" as new

usecase "Exit" as exit

usecase "Try Again" as again

}

player --> play

player --> select

player --> pause

player --> resume

player --> new

player --> exit

player --> again

@enduml

### **Diagram:** A screenshot of a computer Description automatically generated

## Mermaid.js

### Code:

graph LR

A((Kid)) --> B[Play]

A --> C[Select Answer]

E -->|include| D[Pause]

A --> E[Resume Game]

A --> F[New Game]

A --> G[Exit]

A --> H[Try Again]

### Diagram:

A diagram of a game

Description automatically generated