

## **Use Case Texts**

### Basic Course: Join a Game

The system displays the main menu after loading the game. The User then clicks on Join lobby button. The system then checks the user's internet connection before going to the join game menu. The system then displays the Join screen. The user can then join a lobby by using a join code. The user then displays the start game screen and both players load into the game.

### Alternate Courses:

No internet: The user has tried playing multiplayer without a valid internet connection. The system displays a noInternetError and takes the user back to the main menu.

Invalid join key: The user has entered an invalid join key. The system then displays a InvalidJoinKeyError. The system then takes the user back to the Join game page.

User Leaves: When either user leaves the lobby is disbanded. All remaining users will be sent to the main menu with a Lobby Disbanded error message.

### Basic Course: Host a Game

The system displays the main menu after loading the game. The User then clicks Host lobby button. The system then checks the user's internet connection before going to the host game menu. The system then displays the Host screen. The user is then shown there lobby code. When a user joins the lobby, the host will receive notification message. The system then displays a start game screen and both players load into the game.

### Alternate Courses:

No internet: The user has tried playing multiplayer without a valid internet connection. The system displays a noInternetError and takes the user back to the main menu.

Invalid join key: The user has entered an invalid join key. The system then displays a InvalidJoinKeyError. The system then takes the user back to the Join game page.

User Leaves: When a user leaves the lobby is disbanded. All remaining users will be sent to the main menu with a Lobby Disbanded error message.