Use case: *Selecting opponent*

Priority (high, mid, **low**)

Participating actors

- User

Normal flow of events

When in the new game selection, the user picks between a number of opponents, a local human player, an AI or playing against a human player over network (user)

case : Hot Seat

A local game is started and one of the local players starts.

case : AI

A local game is started and either the AI or the human player starts.

case : Networked player

Simple: The users either selects to host a game and waits for his opponent to connect, or he can himself connect to a waiting opponent. In the latter case the IP address to the other player is entered in a pop-up window.

Advanced: In a popup window the user gets to select an opponent from all the other ones currently waiting for a game ("hosting", as it were), or himself start waiting to be selected.

In both cases the software in the hosting party decides which player begins.