

Use case: Playing against a networked player.

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

Participating actors

- Networked User (NU)

Normal flow of events

Other players turn (NU)

Game controls are grayed out, and a text message informs you that it is the other player turn. (application)

The player is done. (NU)

Game controls are reactivated and the text message disappears. (application)

Exceptional flow of events

Other player disconnects (NU)

The user is informed of this and is treated to the normal way of an ended game, except for the winning part. If there is some sort of stats tracking going on it might be advisable to treat a disconnect as a yield, earning the remaining player a win.