

Use Case: Join Room

Summary: Use case for how a player joins a room

Priority: High

Extends: -

Includes: -

Participators: Client, Server

Normal flow of events:

Player joins a room

	Actor	System
1	Click join room button	Will display the lobby and hide main menu
2		Fetches all rooms available to join on server
3	Selects a room from list	Room is highlighted
4	Clicks join button	Player is added to selected room
5		Will display placement and hide lobby

Alternate flows:

Flow 1.1: Player clicks cancel button to leave lobby

	Actor	System
4.1.1	Clicks cancel button	Will display main menu and hide lobby