

Use Case: Create Room

Summary: Use case for how to create a room

Priority: High

Extends: -

Includes: -

Participators: Client, Server

Normal flow of events:

Player chooses to create a room

	Actor	System
1	Click create room button	Display name input prompt
2	Enter information and press "OK"	Send room creation message to server
3		Receive confirmation and switches Screen

Alternate flows:

Flow 1.1: Player enter invalid information

	Actor	System
1.1.1	Click create room button	Show name and password input
1.1.2	Enter invalid information and press "OK"	Show error
1.1.3		Ask for information again