Use Case: Finish Game

Summary: Use case for how a player finshes the current game and returns to the
             Lobby. Note that this is not exiting the application.

Priority: Medium

Extends: -

Includes: -

Participators: Client, Server

<u>Normal flow of events:</u>
User either wins or looses and clicks "Back to Lobby"-button

	Actor	System
1	Either wins or looses	Redirects user to Game-Over-screen - Changes active Screen
2		Tells server that player left game
3	Clicks the "Back to Lobby"-button	Redirects user to Lobby - Changes active Screen