

Use Case: Set Nationality

Summary: Use case for how a player sets his nationality in game

Priority: Low

Extends: -

Includes: -

Participators: Client

Normal flow of events:

Player selects his nationality by browsing through the nationalities, by hitting Next Button (>)

	Actor	System
1	Clicks Next Button under flag	Displays next nation flag as Flag
2		Displays next nation name in Label below flag

Alternate flows:

Player selects his nationality by browsing through the nationalities, by hitting Previous Button (<)

	Actor	System
1.1.1	Clicks Previous Button under flag	Displays previous nation flag as Flag
1.1.2		Displays previous nation name in Label below flag