

Use Case: Change name

Summary: Use case for how a player change a name

Priority: Medium

Extends: -

Includes: -

Participators: Client, Server

Normal flow of events:

Player change name

	Actor	System
1	Click change name button	Will highlight nameplate
2		Make nameplate editable
3	Enter a name	
4	Clicks save name	Check if valid and it is
5		Will display the new name in nameplate

Alternate flows:

Flow 1.1: Player tries to enter invalid name

	Actor	System
1	Click change name button	Will highlight nameplate
2		Make nameplate editable
3	Enter a name	
4	Clicks save name	Check if valid and it is not
5		Gives user an error