Use Case: End Game

Summary: Use case for how a player ends the current game manually and returns to the main menu. Note that this is not exiting the application.

Priority: Medium

Extends: -

Includes: -

Participators: Client, Server

Normal flow of events:
Player decides to end the current game.

	Actor	System
1	Clicks the "End Game"-button	Promts a confirm dialog: "Are you sure you want to end the current game?"
2	Clicks yes	Confirmation promt disappears and system sends Disconnect message
3		Redirects user to Main Menu - Changes active Screen

Alternate flows:
Flow 2.1: Player hits "End Game" by misstake

	Actor	System
2.1.1		Promts a confirm dialog: "Are you sure you want to end the current game?"
2.1.2	Clicks no	Confirmation promt disappears and nothing more happens..