

Use Case: Enter Game

Summary: Use case for how a player enter the game (To where player's shoots at each other)

Priority: High

Extends: -

Includes: -

Participators: Client, Server

Normal flow of events:

Player chooses to enter game from Placement Screen, when opponent is ready and all ships has been placed

	Actor	System
1	Clicks Enter Game-button	Tells controller to change Screen
2		Displays the new Screen
3		