Name:	Quiz Game
Short description:	A user opens a client to connect to a local network server. The user can then chat in the lobby while waiting for more users to join. Any user can start a quiz game, regardless of the number of users connected to the server. After finishing the quiz, a scoreboard is shown.
Precondition	One or more computers are required on a single local network. If the server is already running a game the client is unable to join.
Postcondition	Following the last question, the quiz ends and the user with most points is declared a winner and the user is able to exit the application.
Error situation:	1. If a user closes the client after joining the server. 2. If a user joins a server that has a quiz game running. 3. If a user puts in a wrong IP-address
System state in event of an error:	1. The users will be stuck in the waiting scene because the allDone() function will not return true. 2. The client goes to the lobby scene despite of not being connected to a server 3. The client goes to the lobby scene despite of not being connected to a server
Actors:	- Host - Users
Trigger:	
Standard Process:	(1) A user selects an IP-address (2) A user sets a username and enters the lobby (3) A user starts the game (4) A user answers the Quizgame (5) The quiz displays a winner
Alternate Process:	(3') No user decides to start the game (4') All user remains in the chatlobby