PlaySplendor

**Use Case**: PlaySplendor

**Scope**: Splendor

**Level**: User Goal

**Intention in Context**: The intention of the *Player* is to play a game of Splendor against other players.

**Multiplicity**: Multiple *Players* can play the game simultaneously, however only one *Player* may play a turn at a time. A *Player* is also not allowed to play multiple game sessions simultaneously.

**Primary Actor**: *Player*

**Secondary Actors**: *Player* (who play the role of opponents)

**Main Success Scenarios**:

1. *Player* logs onto *System*.
2. *System* displays the available game sessions to the *Player*.
3. The *Player* has the option to create a new session, join an existing session or load an existing session.
4. Once enough players have joined the game, the game interface is initialised with the board, card and token piles, and *Player* inventories.
5. *Players* take turns.
6. *System* informs *Players* of the winner of the game.

**Extensions**:

4a. *Player* was unable to create, join or load a session, in which case the use case continues at step 3.