**Remove Save Game Use Case**

**Use Case:** Remove Save Game

**Scope:** Lobby Service UI

**Level:** User Goal

**Intention in Context:** The user intends to remove the saved data pertaining to a previous game session in a registered game service while also implicitly removing all unlaunched sessions forked from the saved game in question.

**Multiplicity:** Only the admin who registered the game-service may remove a previously saved game.

**Primary Actor:** User

**Secondary Actor:** Lobby Service

**Main Success Scenario:**

1. The *User* selects the previous save game and pushes the remove save game button.
2. The remove save game button sends an authentication request to the *Lobby Service* to ensure that who pressed the button is the admin that registered the game-service.
3. *Lobby Service* removes the saved game and implicitly removes all unlaunched sessions forked from this now removed save game.

**Extensions:**

2a. The authentication fails and the save game is maintained.