Save Game Use Case

**Use Case:** Save Game

**Scope:** Lobby Service UI

**Level:** User Goal

**Intention in Context:** The user intends to save the data pertaining to their current game session in a registered game service.

**Multiplicity:** Only the admin who registered the game-service may register a save game.

**Primary Actor:** User

**Secondary Actor:** Lobby Service

**Main Success Scenario:**

1. The *User* pushes the save game button.
2. The 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* registers a saved game.

**Extensions:**

2a. The authentication fails and the game is not saved.