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| Use Case Title: Add User |
| Primary Actor: User |
| Level: Kite (Summary) |
| Stakeholders: User, Server Admin |
| Precondition: User is invited to use a created server |
| Minimal Guarantee: User can access the completed server |
| Success Guarantee: The user can use the server to interact with other users on that same server |
| Trigger: User accepts invite to join server |
| Main Success Scenario:   1. The user gets an invite to join the server 2. User accepts the invite and then joins the server 3. User interacts with others on that server through some medium i.e. voice chat, video chat, or text-based messaging. |
| Extensions:  1a. User’s invite is not received  1a1. User quits the application  2a. User accepts invite but is not allowed to access the server  2a1. User attempts to accept the invite again  2a2. User quits the application  3a. User attempts to interact with others on the server but is unable to  3a1. User submits a support ticket to get help with issue  3a2. User attempts to try alternate form of interaction i.e. voice chat instead of video chat  3a3. User quits the application |