Name: Set Up Game

Summary: The host creates a game and identifies the settings that will be used

Version: 1.0

Preconditions: System must be running and displaying main menu

Triggers: Host chooses “New game” from the main menu

Main Success Scenario:

1. System displays “Game Name: “
2. User enters chosen name
3. System displays “Ready to begin. Waiting on other players…”

Alternative Success Scenarios

Postconditions: System will allow other users to join game

Name: Join Game

Summary: A non-host player joins a game

Version: 1.0

Preconditions: system must be displaying main menu, host must have completed Set Up Game, client must be able to connect to host

Trigger: User selects “Join Game” at main menu

Main Success Scenario:

1. System displays available games
2. User enters name of chosen game
3. System displays information of joined game

Extensions:

1-2:

1. Manual connection(desired game is not displayed)
2. User selects “manual connection”
3. User enters IP address
4. System returns to step 1, displaying any games found at entered IP address

Postconditions:

1. User has joined selected game, and will be included when game begins
2. Allows host to begin game (If not already available)