Use Case	Play Medieval Warfare
Scope	all
Level	Summary
Intention in Context	The intention of the Player is to be able to achieve all different requirements in order to finally play the game. This doesn't include only playing itself but it includes all setup and hosting stuff
Multiplicity	4
Primary Actor	Player
Main Success Scenario	1. Player starts a new game, completes logging (either by joining one, or creating and hosting one)
	2. Player setup all that is needed (agree on a map, possibly load a game)
	3. Player plays a turn
	4. Player finishes or saves the game
Extensions	2a. Fails if Player tries to load a game but chosed to join an existing game, then must select new game back at step 1

Use Case :	Set Up
Scope :	Engine, Player,Server
Level :	User Goal
Intention in Context :	The Player intention is to setup the remaining requirements in order to be ready to play. (Agree on a map, load a previously saved game, etc.)
Multiplicity :	4
Primary Actor :	Player

Main Success Scenario :	1. Player loads a map (new or existing one)
	2. All players agree on the map and sends agreed decision to the System
	3. System requires all 4 players to be ready
Extensions :	3a. If not enough players, then wait for players or try another map which might have enough player waiting

Use Case :	Save Game
Scope :	Engine, Map
Level :	Subfunction
Intention in Context :	The intention of the Player is the save all the data associated with the current game in order to play able to play at a later time
Multiplicity :	4
Primary Actor :	Player
Main Success Scenario :	1. Player stops playing (Cannot perform anymore move)
	2. Game data gets saved locally
Extensions :	

Use Case :	New Game
Scope :	Server, UI, Player
Level :	User Goal
Intention in Context :	The intention of the Player is to be able to fill in the logging info, and decide to start a new game or join an existing game
Multiplicity :	1
Primary Actor :	Player

Main Success Scenario :	1. Player logs onto System providing username
	2. Player decide to host or join a game
Extensions :	

Use Case :	Play Game
Scope :	Engine, UI
Level :	User Goal
Intention in Context :	The Player intention is to start playing the game which means exchanging turns between players, and save the game when you want to stop playing
Multiplicity :	4
Primary Actor :	Player
Main Success Scenario :	1. Player plays its turn
	2. System allow Player to see other players turns(moves)
	3. When needed, Player saves the game
Extensions :	2a. If other players stop playing, then game ends

Use Case :	Play Turn
Scope :	Engine, UI, Map, Unit,Town
Level :	Subfunction
Intention in Context :	The intention of the Player is to do some moves in order to play the game and then control is given over to other players until its his turn again
Multiplicity :	4
Primary Actor :	Player

Main Success Scenario :	1. Player perform moves
	2. Player hands tells System to hand control over to other players
	3. System tells Player to regain control
Extensions :	

Use Case :	Host Game
Scope :	Server, Player
Level :	Subfunction
Intention in Context :	The intention of the Player is to start a completely new game. It then becomes the host of this game, so he is the one who can take decision about setup
Multiplicity :	1
Primary Actor :	Player
Main Success Scenario :	1. Player selects New Game
	2. Player selects Host Game
Extensions	

Use Case :	Join Game
Scope :	Server, UI
Level :	Subfunction
Intention in Context :	The Player intention is to join a lobby that another host created and a host decide on game and play with them
Multiplicity :	3
Primary Actor :	Player
	1. System displays existing games

Main Success Scenario :	2. Player decides to join its prefered existing game
Extensions :	1a. If no existing game present in lobby, then Player must create a new game