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| UC-01 | Admin sets-up server |
| Description | Describes an admin setting up a Magic Realm server |
| Actors | Admin |
| Triggering Event | Admin has decided to start a Magic Realm server |
| Pre-Condition | N/A |
| Main Sequence | 1. Admin Runs the server 2. Admin chooses whether cheat mode is enabled |
| Post-Condition | Game Server is now running |
| Resulting Event | Game Server is accepting players |

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| UC-02 | Player Connects |
| Description | Describes a player connecting to a Magic Realm Server |
| Actors | Player |
| Triggering Event | Player has decided to play Magic Realm |
| Pre-Condition | N/A |
| Main Sequence | 1. Player launches MagicRealm client 2. Players selects “Play” 3. Player enters IP address of server they wish to join |
| Alternative Scenario | Alternative 1: Player decides to quit  A2. Player selects “Quit”  A3. Application closes |
| Post-Condition | Player is in the Character Select Screen |
| Resulting Event | Player is ready to select a Character |

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| UC-03 | Player Selects Character |
| Description | Describes a player choosing their character and starting position |
| Actors | Player |
| Triggering Event | Player has connected to server |
| Pre-Condition | Player is in character select screen |
| Main Sequence | 1. Player chooses Character from list 2. Player chooses starting location for available locations 3. Player clicks “select” |
| Alternative Scenario | Alternative 1: Character is already taken  A1.1  A1.2 Player dismisses popup  A1.3 Player selects new character |
| Post-Condition | Player is in the Character Select Screen |
| Resulting Event | Player is ready to select a Character |

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| UC-04 | Player Connects |
| Description | Describes a player connecting to a Magic Realm Server |
| Actors | Player |
| Triggering Event | Player has decided to play Magic Realm |
| Pre-Condition | N/A |
| Main Sequence | 1. Player launches MagicRealm client 2. Players selects “Play” 3. Player enters IP address of server they wish to join |
| Alternative Scenario | Alternative 1: Player decides to quit  A2. Player selects “Quit”  A3. Application closes |
| Post-Condition | Player is in the Character Select Screen |
| Resulting Event | Player is ready to select a Character |

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| UC-05 | Player Connects |
| Description | Describes a player connecting to a Magic Realm Server |
| Actors | Player |
| Triggering Event | Player has decided to play Magic Realm |
| Pre-Condition | N/A |
| Main Sequence | 1. Player launches MagicRealm client 2. Players selects “Play” 3. Player enters IP address of server they wish to join |
| Alternative Scenario | Alternative 1: Player decides to quit  A2. Player selects “Quit”  A3. Application closes |
| Post-Condition | Player is in the Character Select Screen |
| Resulting Event | Player is ready to select a Character |

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| UC-06 | Player Connects |
| Description | Describes a player connecting to a Magic Realm Server |
| Actors | Player |
| Triggering Event | Player has decided to play Magic Realm |
| Pre-Condition | N/A |
| Main Sequence | 1. Player launches MagicRealm client 2. Players selects “Play” 3. Player enters IP address of server they wish to join |
| Alternative Scenario | Alternative 1: Player decides to quit  A2. Player selects “Quit”  A3. Application closes |
| Post-Condition | Player is in the Character Select Screen |
| Resulting Event | Player is ready to select a Character |