Player

PRIMARY ACTOR:
   Player

GOAL:
   Play a game

TRIGGER:
   Player wishes to play a game

FLOW:
   1. Player logs into account
   2. Player selects the 'play game' option
   3. Player selects map to play or selects the
      Play Randomly Selected Map option
   4. Game appears in new browser window
   5. Player plays a game

EXCEPTIONS:
   Player decides not to play a game