

# Use case: Join Game

**Summary:** This is how a player joins a already hosted game

**Priority:** Medium

**Extends:** Another User case

**Includes:** Attack, Interact, Move

**Participators:** User

**Normal flow of events:**

The program connects to the server and loads the game.

	Actor	System
1	User clicks Join game	
2		The system connects to the server
3		The system displays the world.

**Alternate flows**

The program is unable to connect to the server

	Actor	
1	User clicks join game	
2		The system displays "Unable to connect to server"