Use case: Score

This use case describes how a player would score in the game

Priority: High
Extends: Knock out, Capture flag, Return own flag

Participating actors
- All players

Normal flow of events
1. User: Player performs a scoring action
2.   Game: The game increases the score of the player's team.

Exceptional flow a) Score limit is set for the game and is reached when the player scores
1. User: Player scores
2. Game: The game increases the score of the player's team, the game alerts all players that the scoring player's team has won.