

# Use Case: Start Game

**Summary:** When a user presses “start game” button, a new game session will be created.

**Priority:** High

**Extends:**

**Includes:**

**Participators:** User

## Normal flow of events

**Starts a completely new game session.**

	Actor	System
1	User clicks on the start game button	
		Creates a game board with the chosen settings and places the players on the field.