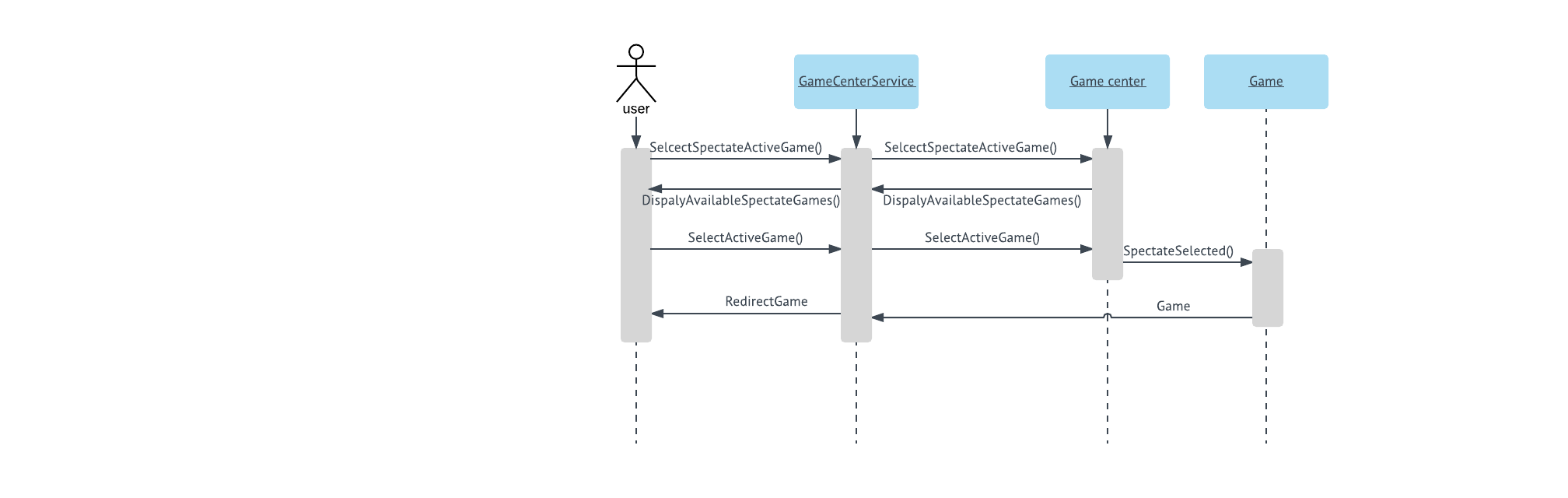
**Use Case Scenario**

1. **Use case**: Spectate active game.
   1. **Brief description**: Allow the user to spectate an active game without playing in the game.
2. **Actors**: Primary – registered user, secondary -GameCenterService, Game center, Game
3. **Precondition**:
   1. The user is logged in
   2. The user is a registered user.
4. **Post-condition**:
   1. The user is spectate active game.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The user selects game from active games that allowed for spectate.
      2. The user selects to spectate.
      3. The system redirects the user to the game.
   2. **Alternate Flows**: None.

**Acceptance Test Scenarios**

**Use case**: User Spectate active game.

1. **Good**:
   1. The user spectates an active game: The user selects active game and selects "spectate" option, the system redirect the user to the game page as a spectator.
2. **Bad**:
   1. Force quit: The game doesn’t respond and the user has to force quit
3. **Sad**: None