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| **USE CASE 1** | Begin game. | |
| **Goal in Context** | Start a game of scrabble. | |
| **Scope & Level** | Company, Summary. | |
| **Preconditions** | Players on main menu ready to join game. | |
| **Success End Condition** | Players join the game. | |
| **Failed End Condition** | Player unable to join game. | |
| **Primary,**  **Secondary Actors** | Player  Server, Client | |
| **Trigger** | Players connected to client, client connect to host. | |
| **DESCRIPTION** | **Step** | **Action** |
|  | 1 | Choose any additional options (Difficulty etc.) |
|  | 2 | Select play game. |
|  | 3 | Join lobby. |
|  | 4 | Wait for players to join to start game. |
| **EXTENSIONS** | **Step** | **Branching Action** |
|  | 3a | Lobby is full, player unable to join. |
|  | 4a | Not enough players to start game |
| **VARIATIONS** |  | **Branching Action** |
|  | 3 | All lobbies full,  Start new lobby |

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| **RELATED INFORMATION** | 1. Begin game. |
| **Priority:** | Medium |
| **Performance** | Less than one minute |
| **Frequency** | Once per game |
| **Channels to actors** | To be decided. |
| **OPEN ISSUES** |  |
| **Due Date** | Release 1.0 |
| **...any other**  **management**  **information...** |  |
| **Superordinates** |  |
| **Subordinates** |  |