**Use case name** Create a new game

**Related Requirements** After running the Greenfoot game, the user should be able to create a new multiplayer game. Other users should be able to join the game created by the current player, or create their own game.

**Goal in context** User wants to create a new multiplayer game.

**Preconditions** The user machine should have Greenfoot installed & must have active Internet connection.

**Successful end condition** New multiplayer game created successfully, other players are able to join the game from their own machines.

**Failed end condition** Game creation failed, other players are unable to view/join the game from their machines.

**Primary actor** Player

**Secondary actor** Game Server (AWS- EC2 Instance)

**Trigger** The player clicks on “Create a new game” button.

**Main flow Step Action**

1. The player selects “Create a new game” option.
2. The player selects a player name.
3. The player selects ‘’Continue”.
4. Player details are sent to the Game Server.
5. Game server replies with a new Game ID to the Player.
6. The Player enters into the game world.

**Extensions Step Branching Action**

**4.1** Game Server unable to register the Player details, respond with a Game ID.

**4.2** Player unable to enter the Game world.