**Story:** Player joins an existing game.

As a Player, I want to join a game created by another Player so that I can play alongside existing players without creating a new game.

**Scenario 1**: Player selects an existing game and enters the game world.

**Given** a player who selects the option of joining an existing game

**And** the player has chosen a player name from the available names

**When** the player chooses to continue and enter into the game world

**Then** the player should enter into the first stage of the game world.

**Scenario 2**: Player tries to join a game when none is available

**Given** a player who wants to join an existing game

**And** the player wants to view available game sessions

**When** the player chooses “Join Game” and tries to view any available game sessions

**Then** the player is not presented with any game session.

**Scenario 3**: Player tries to join a game having 4 players

**Given** a player who selects the option of joining an existing game.

**And** the player can view the available game sessions

**When** the player chooses “Continue” after choosing a game session

**Then** the player is presented with “The game has already 4 players” message.

**Scenario 4**: Player tries to join a game in case of a lost connection.

**Given** a player who wants to join an existing game.

**And** the player has lost network connection

**When** the player chooses any option available on screen

**Then** the player is presented with an error message.

**Scenario 5:** Player selects an existing game but cannot enter the game world.

**Given** a player who selects the option of joining an existing game

**And** the player has chosen a player name from the available names

**When** the player chooses to continue and enter into the game world

**Then** the game server is unable to add the player to the selected game instance.