Use Case Description 2

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| Use Case Title: Use Server |
| Primary Actor: User |
| Level: Cloud |
| Stakeholders: User, Server Admin |
| Precondition: User was added to, and chose to use, a server |
| Minimal Guarantee: User will not be able to communicate using the server |
| Success Guarantee: User will be able to properly and easily communicate using the server |
| Trigger: User opens the server and chooses to join a room |
| Main Success Scenario:   1. User selects the server 2. User joins the room 3. User is able to communicate using voice chat and text chat |
| Extensions  1a. User is unable to select server  1a1. User restarts the application and tries again  1a2. User closes the application  2a. User is unable to join the room  2a1. User communicates through text chat  2a2. User attempts to join the room again  2a3. User closes the application  3a. User is unable to communicate through voice or text chat  3a1. User resets the application and retries  3a2. User closes the application  3b. User does not have a microphone  3b1. User communicates through text chat  3b2. User closes the application |