# Use Case Specification

| Use Case Name | Run a new Game |
|---|---|
| Related Requirement | Requirement A.1 |
| Goal in Context | A new player requests to join the game by connecting to a server |
| Pre-Conditions | The Player has to click Play button and enter his/her name in the textbox before starting the game |
| Successful End Condition | Player will be able to join the game successfully with the name given by him. |
| Failed End Condition | Player will be assigned a default name 'Spartan' and redirect him to Game Page. |
| Primary Actors | Players |
| Secondary Actors | The Server |
| Trigger | The player will request server to join the game |

| Main Flow | Step | Action |
|---|---|---|
| | 1 | The Player Clicks on Play Button to join the game |
| | 2 | Player enters the name which will be stored in DB |
| | 3 | Server will then allow the player to join the game |
| | 4 | The Player enters the game |

| Extension | Step | Action |
|---|---|---|
| | 2.1 | If the Player does not enter name then he is assigned a default name 'Spartan' and allowed to enter the game |
| | 2.2 | The Player then enters the game |