

# Use Case Specification

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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