# Use case

# Scope

The scope of this case is to host a multiplayer game.

# Description

This use case describes the hosting of a multiplayer game.

# Flow Description

## Precondition

The user has launched the application from the Launcher.

## Activation

This use case starts when a user selects Multiplayer from the main menu.

## Main flow

1. The application scans for games on the Local Network. (See A1, see B1, see C1)
2. The user selects a hosted multiplayer server to join.
3. The application connects to the host server.
4. The user plays a multiplayer game.
5. The user quits the multiplayer game and returns to the Title Screen.

## Alternate flow

(A1)

1. The user can select to join a game listed in local games.
2. Return to Main Flow 2.

(B1)

1. The user selects the Direct Connect button.

2. The user enters the IP address of an online server.

3. Return to Main Flow 3.

(C1)

1. The user selects the Add Server button.
2. The user can add the IP address of an online server.
3. The application saves the server and adds the server to the list.
4. Return to Main Flow 2.

## Exceptional flow

1. Application crash/hang.
2. No network connection available.

## Termination

The system presents the Title Screen.

## Post condition

The system goes into a wait state.