| Use Case Name: Joining a Game | ID: 002 | Importance: High |
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| Primary Actor: Registered User | Use Case Type: Functional |
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| Stakeholders: Registered Users, App Developers. |
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| Brief Description: Allows a registered user to join a game. |
| Trigger: User clicks on “Browse Games” Type: **External** / Temporal |
| Relationships: User must be registered. |
| Normal Flow of Events: 1. User clicks “Browse Games”  2. User is shown a list of open game lobbies  3. User selects a lobby  4. User clicks join lobby  5. Lobby host clicks start game when enough players are present  6. Game starts |
| Subflows: None. |
| Alternate Flows:  1. If lobby is full then error message is shown  2. User can create their own lobby by clicking “Create game”  3. User will then set game lobby name and will be set to host.  4. User can set other users as host by right clicking their icon and selecting “promote to host” |