| Use Case Name: Leaving a Game | ID: 004 | Importance: medium |
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| Primary Actor: Users in Game | Use Case Type: Functional |
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| Stakeholders: Registered Users, App Developers. |
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| Brief Description: Allows a registered user to leave a game |
| Trigger: User clicks “Leave Game”   Type: **External** / Temporal |
| Relationships: User must be in game. |
| Normal Flow of Events: 1. User clicks “Leave Game”  2. Confirmation prompt appears.  3. User clicks to confirm choice. |
| Subflows: None. |
| Alternate Flows:  1. If player is the game host show error warning prompting host to promote another player to host first |