**USE CASE DESCRIPTIONS- Start and Register**

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| **Name** | **Start** |
| Summary | User joins the game |
| Actor | Player |
| Triggers | More than one user joins the game |
| Pre-conditions | None |
| Post conditions | Game is in play and users have joined |
| Flow of events | 1. Player opens the programme to start a new game 2. The system loads the game and asks the player for the number of players taking part 3. Player enters the number of players 4. The system logs the number of players 5. The system asks for confirmation about starting the game 6. If yes, a prologue introducing the mission is played and credits are assigned to each player |
| Alternative flow of events | 1. Player says no to starting game and the program closes |
| Extension points |  |
| Inclusion | Register |

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| --- | --- |
| **Name** | **Register** |
| Summary | User registers for game |
| Actor | Player |
| Pre-conditions | Start |
| Post conditions | Users have been registered in the system |
| Flow of events | 1. The user will select and input their 'player name' so that it can be registered on system 2. The system will then check for any duplicate names 3. If usernames are not duplicates, then the player creation can complete. 4. The system will then randomly allocate the starting order of turns |
| Alternative flow of events | 1. If a duplicate username exists, then users are prompted to input unique usernames. |
| Extension points | None |
| Inclusion | None |