Use Case: Send player action
Iteration: 1

Primary Actor: User

Goal in context: Have GUI and actual game logic respond to player's sent inputs.

Preconditions:
- Player(s) connected the server IP
- Expressed interest in competitive match/currently in competitive match
- Sending message in chat
- Sending move through game

Trigger: Players are actually able to play against each other competitively.

Scenario:
1. Player attempts to send turn/message
2. Turn/message goes through server IP
3. Opponent receives turn/message

Post conditions:
- Player(s) desire to keep playing on a regular basis
- Players experience minimal gameplay interruptions
- Chat allows for unique player interactions

Exceptions:
- Wi-Fi disconnects
- Server is down
- Player is idle/AFK

Priority: High - We want players to be playing the game with minimal interruptions
When available: Always
Frequency of use: Whenever a wrongful disconnection occurs
Channel to actor: GUI
Secondary actors: Opponent
Channel to secondary actors: GUI
Open issues: N/A