Use Case: Reconnect to Game
Iteration: 1

Primary Actor: User

Goal in context: Should a player be disconnected from a match without forcibly quitting, they should be able to rejoin the game in question within a certain time frame.

Preconditions:
- Player was previously in a match with another person
- Player did not forcibly eject themselves from the match
- Internet permits them to be reconnected
- Time limit for reconnection has not been reached

Trigger: People with faulty/inconviniencing Wi-Fi will be able to play without much concern for latency or performance. If these issues are not so prevalent that they can end a match that has already begun on proper terms, then people will not be irritated at all while playing, and will want to play for longer.

Scenario:
1. Player gets disconnected
2. Log kept of current match progress and turn
3. Timer starts for five minutes
4. Prompt appears to attempt re-entry (if opponent has pre-approved)
5. Attempt to reconnect to lobby
6. If timer has not been exceeded, then reconnect players at last play
7. If reconnect fails, then give error message, and end

Post conditions:
- Player desires to keep playing on a regular basis
- Players will not have enjoyment limited by strength of Wi-Fi signal
- Games can continue despite interruptions
- Environment is made more immersive

Exceptions:
- Game receives no interruptions due to faulty Wi-Fi
- Timer exceeds five minutes
- Opponent does not consent to continuing match
- Wi-Fi becomes too weak to reconnect players

Priority: High - We want players to be playing the game with minimal interruptions
When available: Prompt will only appear if match is disconnected by no one's fault
Frequency of use: Whenever a wrongful disconnection occurs
Channel to actor: GUI
Secondary actors: Opponent
Channel to secondary actors: GUI
Open issues: N/A