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| Name: | End Game Prematurely |
| Short description | The Game master ends the game prematurely |
| Precondition: | 1. Level has been set. 2. Number of players and computer players are set 3. Player names have been set 4. Rules have been set 5. Game has been started |
| Postcondition: | The game is interruped. Game state is cleared. |
| Error situations: | If the game ends because a player has won you cannot end it any more prematurely. |
| System state in the event of an error: | Game was won |
| Actors: | Game Master |
| Trigger: | Game master wants to end the game prematurely |
| Standard process: | 1. The game is launched on someone’s computer 2. Game master sets level (otherwise default setting is kept) 3. Game master sets number of players and computer players 4. Game master enters player names 5. Game master selects ruleset (otherwise default setting is klept) 6. Game master starts the game 7. Game starts 8. Some rounds may be played 9. Game master selects end game prematurely option |
| Alternative processes | None |