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| Name: | Start Game |
| Short description | The Game master starts the game |
| 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 |
| Postcondition: | The deck is built and shuffled, cards are dealt to the hands of the players a randomly chosen player will start the first round. |
| Error situations: | If the player names aren’t entered the game won’t start |
| System state in the event of an error: | Game won’t start |
| Actors: | Game Master |
| Trigger: | Game master wants to start the game |
| 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 |
| Alternative processes | None |