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| Name: | Start game |
| Short description | The user launches the game. |
| Precondition: | The user wants to play the game Get On. |
| Postcondition: | Every player has a random set of 5 cards. |
| Error situations: | The user has not entered at least 2 names. |
| System state in the event of an error: | The game does not start. |
| Actors: | Player. |
| Trigger: | The user wants to play a round of Get On. |
| Standard process: | (1) The game is launched.  (2) Two or three player names are entered.  (3) The “Start Game” button is pressed. |
| Alternative processes | (2’) One player name is entered.  (2’’) A name is filled into Player 1 and Player 3, but not in Player 2. |