

Use Case: Join Game**Summary:** Player joins an existing game**Priority:** High**Extends:** Host Game**Includes:** -**Participants:** Actual Players**Normal flow of events:**

	Actor	System
1	Fills in necessary textfields.	
2	Clicks "Join" button.	
3		Main menu is closed. Game client is started.
4		Game is started. Player characters are enabled. Enemies start to appear.

Alternate flow:**Exceptional flow:**

Flow 3.1 Necessary information is not entered or is wrong.

	Actor	System
3.1		Prompts text is displayed. Prompts player to enter necessary information.

Flow 3.2 Information was entered correctly but no game was found.

	Actor	System
3.2		Error text is displayed telling player no server was found.

Flow 3.3 Not enough players have joined.

	Actor	System
3.3		Game continues to be paused. Waits for more players.