

Use Case: Host Game

Summary: Player hosts a game which other players can join.

Priority: High

Extends: -

Includes: -

Participators: Actual Players

Normal flow of events:

	Actor	System
1	Fills in necessary textfields.	
2	Clicks "Host" button.	
3		Main menu is closed. Server is started. Game client is started.

Alternate flow:

No alternate flows

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.