**Use Case:** Start a game

**Description:** A human player chooses to start a game. The player inputs necessary information to start the game. The system then generates a game-id and a token to be distributed to other players so that they may join and gives entry into the game to the initiator and waits till all the spots are filled.

**Trigger:** Player chooses the start game option at the opening title screen

**Stimulus/Response Sequences:**

1. System opens a new window to obtain information to start the game

2. Player chooses how many total players, enters their NSID

3. The system generates a unique game-id and token and sends it to player

a. The player then assumes the responsibility of distributing that token and id to the other players

4. System allows entry to player and waits till all the spots have been filled

**Alternative sequence:**

1. If a game is already in place with the player’s NSID:

3a. A message appears telling user that a game with that NSID is already in place waiting to be filled and asks the player if they would like to cancel that game and start a new one

2. After the system goes idle, it will wait ten minutes to fill all the remaining spots. If after ten minutes all the spots have not been filled, the system will display a time-out error message to the main screen and disconnect all players from the server.