**Use Case:** Join a game

**Description:** A human player chooses to join an existing game. The player inputs necessary information to find the game. The system then allows that user entry into the game and updates the rest of the players that the user has joined.

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

**Stimulus/Response Sequences:**

1. System opens a new window to obtain information to join a game

2. Player enters their NSID, a game-id, and a token

3. The system allows entry into the game for the user

**Alternative sequence:**

1. If the user enters an invalid game-id:

3a. A message appears telling user that the game-id is invalid and to try again

2. If the user enters an invalid NSID:

3a. A message appears telling user that the NSID is invalid and to try again

3. If the user enters an NSID that is already in the game:

3a. A message appears telling user that the NSID is already in use and to try again

4. If the user enters an invalid token

3a. A message appears telling user that the token is invalid and to try again