

# Use case: *Joining a game*

The user can join a hosted game at a specified IP address.

**Priority:** high

**Extends:** none

**Participating actors**

- User
- Game

**Normal flow of events**

User	Game
The user fills in the IP address, and presses the join game button.	The game connects to the given IP, and puts the user in the existing game. (See entering a game)