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| **Use Case Name** | **Start New Game** | |
| Goal in Context | Player starts the game and set up the environment as directed by server | |
| Pre Conditions | Player is able to connect to server | |
| Successful End Condition | Server send the game environment back to player and change the state to “Player connected” and player get message as “Waiting for another player to connect”, if he is the first player to connect else “player connected” if he is the second player to connect | |
| Failed End Condition | Player’s screen does display message as “Waiting for another player” and shows exception while connecting on console | |
| Primary Actors | Players, Akatsuki Server | |
| Secondary Actors | <None> | |
| Triggers | Player clicks on “New Game” Button | |
| Main Flow | **Step** | **Action** |
|  | 1 | Player clicks on the “New Game” button |
|  | 2 | Game sends POST request to akatsuki server to ask server to create new gam environment. |
|  | 3 | Server creates the game environment by randomly selecting the game map, game cipher, game enemy and game city by using singleton pattern so the environment remains same for all players. |
|  | 4 | Server sends the game environment back to player |
|  | 5 | Player’s game creates the objects of maps, city, cipher and city as per the response sent by server |