Use Case: Choose players' name

Summary: The player can select their own name.

Priority: High

Includes: Select Option.

Participants: The player.

Normal flow of events

The player chooses default name.

	Actor	System
1	The player navigates with arrow keys up/down to select "Choose name".	
2		The option "Choose name" gets highlighted
3	The player presses enter key to enter the option "Choose name".	
4		A **default name** is shown as text under "Choose name".
5	The player presses enter key to accept the default name	
6		The option "Choose name" is no longer highlighted.

Alternate flow of events

The player types in a name.

	Actor	System
1	The player navigates with arrow keys up/down to select "Choose name".	
2		The option "Choose name" gets highlighted
3	The player presses enter key to select the option "Choose name".	
4		A default name is shown as text.
5	The player types in their name with the keyboard.	
6		The default name is now replaced with the one the player typed.

7	The player presses enter key to <u>confirm</u> their name.	
8		The "Choose name" option is no longer highlighted.