UC3.4 Leave game

Level: Subfunction

Primary Actor: Scrabble-Client

Stakeholders and Interests:
Client: Wants to leave the network room.
Host: Wants to host his own network lobby and network game.

Preconditions:
The Client is connected to the Network game

Success Guarantee (Postconditions):
The Client left the lobby successfully and his Socket is closed.
A list of connected Clients and their User Interfaces is updated and
connected players are notified, if the client leaves the network game or lobby.

Main Success Scenario:
1. Client presses the button to leave the game
2. System chooses the lobby screen for the client
3. Client receives the lobby screen
4. System notifies the connected players, that the Client has left the game
5. System substitutes the Client's place with an AI Player
6. Client presses the button to leave the lobby
7. System chosses the find lobby screen for the client
8. Client receives the network lobby list screen
9. System notifies connected players, that the Client has left the lobby
10. System removes the Client from the List of connected Clients
11. System reduces the amount of players in one lobby by one
12. System closes the connection of the Client

Extensions (Alternative Flows):
1-9a. Host kicks the player from the network room
    1. System notifies connected players, that the client got kicked from the network room
    2. System notifies client, that he got kicked from the lobby
    3. Client receives the kick notification
    4. System changes the current screen to the find lobby screen of the client

1-9b At any time, the System of Client crashes:
    1. System notifies connected players, that the Client has left the lobby

Special Requirements:
- After pressing the button to leave the current game, the System should ask
  if the Client is sure with his decision.
- The Scene change of the UI to the lobby or to the find lobby screen
  should not be longer than 10 ms.