**USE CASE #X : SEE HELP PAGE**

**Scope:** Game

**Level:** User Goal

**Primary Actor:** Current Player

**Stakeholders:**

Current Player: Wants to see the help page

**Preconditions:** Player has network connection, is eligible to roll dice. **Postconditions:** Dice result is saved and displayed to players.

**Main Success Scenario:**

1. Current player presses the help button.

2. Player sees the helper page which is explaining the game objects hand features, and how to play.

**Extensions** (or alternative flows):

1a. Player does not come back online in time.

1. Disconnected player protocol commences.

**Special Requirements:**

- Displaying the information content. - Getting the information text of the game.

**Frequency of Occurrence:**

- Almost once for every new player who plays the game for the first time