*Use Case №4:* Players ( “Играчи” )  
*Primary Actor*: User  
*Pre Condition*: Installed browser and active internet connection   
*Main scenario*:

1. User goes to “Players” section
2. User is allowed to view all registered players profiles which includes “Avatar”, “Name” and “Write me” button
   1. User is allowed to write a private message to other players with the “Write me” button ( “Пиши ми”)
      1. Refer to “Write me” section
      2. User write subject in the “Subject” container-box
      3. User write a message in the “Message” container-box
      4. User is allowed to send the message with the “Send” button
3. User is allowed to write an existing player name with the “Search” ( “Намери” ) container-box and “Search” button
   1. Displays the profile of the written player name
   2. User is allowed to write a private message to that player with “Write me” button

*Alternate scenario:*

*3.1* Authorization fails – wrong or non-existing player name

3.1.1 Prompt the user that he typed the player name wrong

3.1.2 Allow him to re-enter the name