Use case: Finishing a game
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Purpose: A user can finish a game in 3 main ways, by winning it, losing it or by tying the game.
Overview: The player wins when they have scored 11 points, when they have the most points when the timer runs out, if the other player leaves. The player loses when they leave the game, if the other player has scored 11 points, or if the other player has more points than them when the timer runs out. The player can tie if they have the same number of points as the other player when the timer runs out.
Actors: Player.
Pre-conditions: A game is ongoing.
Post-conditions: A game is finished.