## Leave Game

Actor: The player who is using the software

Pre: The software is running

A game is in session

MSS:

1. Actor clicks on the leave game button.
2. System removes the actor from the game
3. System notifies the other player(s) that the player has left the game

Ex:

3.1 if there are only two players, system ends the game

Pause Game

Actor: The player who is using the software

Pre: The software is running

A game is in session

MSS:

1. Actor clicks on the pause game button.
2. System pauses the time counter
3. System notifies the other player(s) that the game has been paused.