

Textual Use Case Description - Play Game

1. *Name:* Play Game
2. *Participating actors:* Player
3. *Entry conditions:*
 - Game mode must be set up
 - Player agrees to abide by game rules
4. *Exit conditions:*
 - Player won or lost game match
5. *Flow of events:*
 - 1) Player selects game mode they wish to play
 - 2) Player agrees to match rules
 - 3) Player competes in match
 - 4) Player records win or loss
 - 5) Organizer ranks Player on record
6. *Special requirements:* None

Textual Use Case Description - View Game

1. *Name:* View Game
2. *Participating actors:* Spectator, Organizer
3. *Entry conditions:*
 - Game must be currently played
 - Game rules must allow for public viewing
4. *Exit conditions:*
 - Game is finished
5. *Flow of events:*
 - 1) Organizer announces new game mode
 - 2) Organizer makes match rules allow for public viewing
 - 3) Spectator selects game for viewing
 - 4) Spectator views match
6. *Special requirements:* extends Announce Match use case