***CreateNewGame***

**Use Case**: CreateNewGame

**Scope**: FlashPoint

**Level**: Subfunction

**Intension**: The intension of the player is to start a new game from scratch.

**Primary Actor**: Player

**Main Success Scenario**:

1. Player informs the system to create a new game for x number of players.
2. System presents details of games for players to choose. (Map, difficulties, fire etc.).
   1. step 2 is repeated until all categories are chosen.
3. Player informs System that he is ready to begin game.

System determines that enough players have joined.

1. When x number of players are ready, game begins.

**Extension:**

2a: Time is limited for player to choose types. if player does not finish, system will automatically choose one mode.

3a: When ready bottom is not pressed within limited time, system will set it ready. Use case continues at step 2

(2-3-4)a : Player informs Systems that he/she wishes to cancel game creation. Use case ends in failure.