***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.).
3. Player informs System the detail of game settings.
4. System presents the player the created game lobby.
5. System detects if the game is ready to be started.
6. Player informs the system to start the game.

**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

(2-6)a : Player informs Systems that he/she wishes to cancel game creation. Use case ends in failure.