JoinExistingGame

Use Case: JoinExistingGame

Scope: FlashPoint

Level: Subfunction

Intention in Context: The intension of the Player is to join a server that someone else created and is not started yet.

Primary Actor: Player

Secondary Actor: Other Players, Server Owner

Main Success Scenario:

1. Player informes System that he wish to join in a specific server.
2. System presents game lobby to Player.
3. Player informes System that he is ready to begin the game.
4. Player waits all other players to ready and the server owner start the game.

Extensions:

2a. Player informes System that he wishes to exit this lobby. Use case ends in failure.