

GAME SERVICE :

Register Game Service

Use Case: Register Game Service

Scope: *Lobby Service Client*

Level: User Goal

Intention in Context: Intention of the user is to register a game service.

Multiplicity: Multiple *users* can register game services simultaneously.

Primary Actor: User

Secondary Actors: Lobby Service

Main Success Scenario:

User requests *Lobby Service Client* to register a game service

1. *User* requests *Lobby Service Client* to register a game service
2. *Lobby Service Client* sends the request to the *System*
3. *System* informs *User* that the game service registration was successful

Remove Game Service

Use Case: Remove Game Service

Scope: *Lobby Service Client*

Level: User Goal

Intention in Context: Intention of the user is to remove a game service

Multiplicity: Multiple users can remove game services simultaneously.

Primary Actor: User

Secondary Actors: Lobby Service

Main Success Scenario:

1. *User* requests *Lobby Service Client* to register a game service
2. *Lobby Service Client* sends the request to the *System*
3. *System* successfully removes the game service and informs the *User*

SESSION :

Create Session

Use Case: Create Session

Scope: Lobby Service

Level: User Goal

Intention in Context: Intention of the user is to create a session which contains the game's name, the creator's name and the number of players (i.e. current number of players/maximum).

Multiplicity: Multiple users can create sessions simultaneously.

Primary Actor: User

Secondary Actors: Lobby Service

Main Success Scenario:

1. *User* requests *System* to create a session
2. *System* sends the request to the *Lobby Service Client*
3. *Lobby Service Client* accepts request and informs the *System*
4. *System* successfully creates a session and informs the *User*

Launch Session

Use Case: Launch Session

Scope: Splendor Game System

Level: User Goal

Intention in Context: Intention of the user is to launch a session

Multiplicity: Multiple users can launch sessions simultaneously.

Primary Actor: User

Secondary Actors: Splendor Game System, Lobby Service

Main Success Scenario:

1. *User* requests *System* to launch a session
2. *System* sends the request to the *Lobby Service Client*
3. *Lobby Service Client* accepts request and informs the *System*
4. *System* successfully launches the session and informs the *User*

Extensions:

3a. If the number of registered players is invalid, *Lobby Service Client* declines request and informs the *system*

4a. System does not react to the user's request if the number of registered players in the session is invalid.

Remove Session

Use Case: Remove Session

Scope: Splendor Game System

Level: User Goal

Intention in Context: Intention of the user is to remove a session

Multiplicity: Multiple users can remove sessions simultaneously

Primary Actor: User

Secondary Actors: Splendor Game System, Lobby Service

Main Success Scenario

1. *User* requests *System* to remove a session
2. *System* sends the request to the *Lobby Service Client*
3. *Lobby Service Client* accepts request and informs the *System*
4. *System* informs *User* that the session has successfully been created

Add Player to [unlaunched] Session

Use Case: Add Player to [unlaunched] session

Scope: Lobby Service

Level: User Goal

Intention in Context: Intention of the user is to add a player to an unlaunched session

Multiplicity: Only one user (the administrator) can add a player to an unlaunched session

Primary Actor: User (admin)

Secondary Actors: Lobby Service

Main Success Scenario:

1. *User* requests *System* to add a player to the chosen session
2. *System* sends the request to the *Lobby Service Client*
3. *Lobby Service Client* accepts request and informs the *System*
4. *System* successfully adds a player to the session and informs the *User*

Extensions:

3a. The *user* has already been added and the *Lobby Service Client* declines the request

4a. *System* does not react to the *user's* request

Remove Player from [unlaunched] Session

Use Case: Remove Player from [unlaunched] Session

Scope: Lobby Service

Level: User Goal

Intention in Context: Intention of the user is to remove a player from an unlaunched session

Multiplicity: Only one user (admin) can remove a player from an unlaunched session

Primary Actor: User

Secondary Actors: Lobby Service

Main Success Scenario:

1. *User* requests *System* to remove a player from the chosen session
2. *System* sends the request to the *Lobby Service Client*
3. *Lobby Service Client* accepts request and informs the *System*
4. *System* successfully removes a player to the session and informs the *User*

Extensions:

3a. The *Lobby Service Client* declines the request if the *user* and the player attempted to be removed are the same

4a. *System* does not react to the *user's* request