Use Case Descriptions

|  |  |
| --- | --- |
| **Use Case Number**: 1 | **Use Case Name**: Session Creation in Main Menu. |
| **Goal**: Players can create/host a 2 Player session by entering a session key. | |
| **Description**: A session can be created on the Session Creation screen in the Main Menu, by inputting text in a text input field for session creation. Clicking the *‘Create Session’* button will create a network session using the inputted text as the key, for other players to join. Upon creating a session, the player should be brough to a waiting screen where they will wait for the second player to join before initialising the match. | |
| **Actors**: Player, Network, Session Creation Screen. | |
| **Frequency of Execution**: Once per match. | |
| **Scalability**: Only one player is needed to create a session. | |
| **Criticality**: Mandatory, without some form of session creation, multiplayer cannot be implemented. | |
| **Non-Functionality Requirements**: Session creation after confirming the key should take no more than 3 seconds. | |
| **Pre-Conditions**: Client for the game is working, and they have a running internet connection to link with the network. | |
| **Post-Conditions**: Session is successfully created, allowing for a second player client to be able to connect to the session using the same key needed to create it. | |
| **Primary Path**:   1. Player clicks the Play button. 2. Input field **typed** into the text field. 3. Session is created using the session key by clicking the *‘Create Session’* button. 4. Player is put into a waiting screen until second player joins the session. | |
| **Use Cases Related to Primary Path**: 1. | |
| **Alternative Paths**:  1.1. Player clicks ‘Options’ to change settings first.  2.1. Player **pastes** in a key in the text field. | |
| **Use Cases Related to Alternative Path**: 1. | |
| **Exceptions**:   * 1. Player has poor or no internet connection to connect to the network for session creation.   2. Session with key already exists, therefore cannot create session.   3. Player network connection cuts off (e.g. internet gets cut off), terminating the session. | |
| **Use Cases Related to Exceptions**: 0 | |
| **Notes**: Validation will be present for duplicate keys. | |