

Use Case: Joining a Match

Iteration: 1, Initial version.

Primary Actor: User (Player)

Goal in Context: To allow users to join a multiplayer match on the OMG platform.

Preconditions:

- The user is logged in to the platform.
- The user has a stable internet connection.
- The user has access to the game library and available matches.
- The match being joined is open and ready for new players.

Trigger:

- The user wants to join an available match either by browsing the game list or accepting an invitation.

Scenario:

1. The user navigates to the match selection screen, either through the game library or a game invite.
2. The system displays available matches, including information such as:
 - Game type
 - Number of players already in the match
 - Current game status (waiting for players, in-progress, etc.)
3. The user selects a match to join.
4. The system checks if the match is still open and if the user meets the necessary criteria (e.g., correct skill level, no restrictions).
5. If the match is available, the system allows the user to join the match and displays a waiting room or the game interface, depending on the game's state.
6. The system notifies the other players in the match that a new player has joined.
7. Once all players have joined, the system begins the game.

Exceptions:

- **Match Full:** If the match is already full, the system notifies the user and suggests other available matches.
- **Match in Progress:** If the match has already started, the system informs the user that the game cannot be joined.
- **User Incompatible:** If the user does not meet the requirements (e.g., skill level mismatch or region restriction), the system will notify the user and suggest an alternative match.
- **Connection Issues:** If the user loses connection while attempting to join, the system will prompt the user to try again or return to the match selection screen.

Priority: High priority, required for multiplayer functionality.

When Available: First increment.

Frequency of Use: Frequent, as joining matches is central to the gameplay.

Channel to Actor: Via web browser or application.

Secondary Actors:

- **Match Host:** The player who created the match.
- **System Administrator:** For managing backend issues, such as matchmaking or server stability.
- **Customer Support:** For troubleshooting connection or account issues related to joining matches.

Channels to Secondary Actors:

- **Match Host:** Notification system or in-game chat for match updates.
- **System Administrator:** Admin dashboard for monitoring match server health and load.
- **Customer Support:** Customer support ticket system for any gameplay-related issues.

Open Issues:

- Should there be a limit on how many matches a player can join in a certain period?
- Will there be matchmaking restrictions (e.g., region-based, skill-based) for certain games?
- Should there be a mechanism for a player to leave a match once they have joined?