Use Case: Quitting a Game

Iteration: 1, Initial version.

Primary Actor: User (Player)

Goal in Context: To allow users to quit a game they are currently playing on the OMG platform, whether due to disconnecting, finishing the game, or choosing to exit early.

Preconditions:

- The user is actively participating in a game on the OMG platform.
- The game is currently running, and the user has control over their game actions.
- The system allows players to leave or quit during gameplay (depends on game type and settings).

Trigger:

- The user wants to quit the game either to stop playing, exit due to a technical issue, or leave for personal reasons.

Scenario:

1. The user decides to quit the game while it is in progress.
2. The system displays a confirmation prompt asking the user if they are sure they want to quit the game.
   - This prompt includes options: **"Yes"** to confirm quitting or **"No"** to cancel and continue playing.
3. If the user selects **"Yes"**, the system proceeds to quit the game.
   - The user's game data (score, progress, etc.) is either saved or discarded, based on game rules and settings.
   - If applicable, the system updates the match status (e.g., marks the game as incomplete, or declares a surrender or forfeiture).
   - The user is returned to the main game menu, dashboard, or match selection screen.
4. If the user selects **"No"**, the game continues, and the user remains in the match.
5. If the user experiences a disconnect (internet loss, crash, etc.), the system attempts to reconnect the player, and if unsuccessful, the game ends, recording the user as a quitter or incomplete participant, depending on game type.

Exceptions:

- **Game State Lock**: If quitting is not allowed due to game rules (e.g., competitive ranked matches), the system will notify the user that quitting is not permitted.
- **Unsaved Progress**: If quitting results in unsaved progress or incomplete matches, the system will warn the user that they may lose any unsaved data.

- **Connection Issues**: If the game quits unexpectedly due to connection problems, the system will try to reconnect the player. If unsuccessful, the game will be marked as incomplete, and the user may be penalized or asked to reconnect.
- **Forced Quit by Server**: If the game server crashes or is shut down, the system will automatically end the game for all players, notifying the users of the issue.

Priority: Medium priority, as quitting is a common part of gameplay but may need to be controlled for certain match types (e.g., competitive modes).

When Available: First increment.

Frequency of Use: Moderate, as players occasionally quit games for various reasons.

Channel to Actor: Via web browser or application.

Secondary Actors:

- **Match Host**: If the user is the host of the game, their quitting may affect the game status for all players.
- **System Administrator**: For monitoring technical issues, including connection problems or server shutdowns that may cause game quitting.
- **Customer Support**: For assisting users with issues related to quitting games or recovering unsaved progress.

Channels to Secondary Actors:

- **Match Host**: In-game chat or notification system for informing other players if the match is ending or disrupted.
- **System Administrator**: Admin dashboard for managing server health, player connection status, and game match integrity.
- **Customer Support**: Customer support ticket system for resolving issues related to quitting games, recovering lost progress, or handling disputes over quitting.

Open Issues:

- Should there be a penalty or consequence for players who quit mid-game in competitive or ranked matches?
- How should the system handle quitting in cooperative games (e.g., does it impact other players)?
- Should there be a confirmation step to prevent accidental quitting during intense gameplay?