Find Match Sequence Diagram
Team: Sizzling Syntax

Lifelines: User | Home Page | Match Setup Page | Game

- clicks Versus Mode button
- display()
- edit preferences fields and click Find Match button
- findMatch(preferences)
- user not logged in: user taken to login
- match not found within 60 seconds
- user/opponent loses connection

system will give user an error message and redisplay Match Setup

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BASIC COURSE:
The User clicks the Versus Mode button on the Home page and the System displays the Match Setup page

The User modifies the Preferences to reflect their preferred settings and clicks the Find Match button. The System finds an Opponent based on the User's selected Preferences and launches the Game.

ALTERNATE COURSES:
The user is not logged in: The System invokes Login Use Case. The User logs in and the System shows the Match Setup page.

A game is not found within 60 seconds: The System displays an Error Message informing the User that the search timed out. The System returns the User to the Match Setup page.

The user/opponent does not connect or loses connection while entering the game: The System displays an Error Message informing the User of the unsuccessful connection and returns the User to the Match Setup page.