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9/9/2024

SER 415 Fall A 2024

Milestone 3: Use Cases and Risk Assessment

**IndieWatch Use Cases and Risk Assessment Producer Submission**

* *Use Case Diagram*

A diagram of a network

Description automatically generated

*Use Case Diagram specifications*

1) **Name**: Consult on Optimal Game Release Window

**Actor(s):** Indie Game Developers

**Preconditions**:

* Developer is successfully logged into IndieWatch.
* Game information is entered on the platform.

**Postconditions**:

* Based on market and competitive data, the developer receives recommendations for the optimal release window.

**Main Success Scenario**:

1. Developer logs into IndieWatch.
2. Developer picks the project they are working on.
3. An analysis of upcoming game releases, market demand, and gaming trends is run by the IndieWatch system.
4. System displays an optimal release window to the developer.
5. Developer reviews the recommendations.

**Failure Scenario**:

1. Developer requests a consultation, but the system fails to receive the competitor release data due to a server-related issue.
2. The developer gets informed by the system and prompts them to try again later or receive a general recommendation based on past trends.

2) **Name**: View Game Suggestions & Polling Results

**Actor(s):** Gamers, Indie Game Developers, Live Service Developers

**Preconditions**:

* Users submit the polls and game suggestions
* The actors are successfully logged into IndieWatch

**Postconditions**:

* The gamers, indie game developers, and live service developers can all see the results of polls and suggestions to learn more about player preferences.

**Main Success Scenario**:

1. The actor(s) logs into the IndieWatch system and goes to the polling or suggestions section
2. The system gains the recent polling data and game suggestions, and then displays them.
3. The actor(s) can filter the results depending on specific criteria such as game genre, feature requests, and popularity(based on sales and active player base).
4. The actor(s) reviews the retrieved polling outcomes and recommendations.

**Failure Scenario**:

1. The system is unable to load the polling data or recommendations due to a database error.
2. The actor(s) get an error message and is then prompted to try again later.

3) **Name**: Create & Endorse Feature Petition

**Actor(s):** Gamers

**Preconditions**:

* The gamer(s) successfully logs into IndieWatch
* The gamer(s) is visibly and consistently active in playing a game that allows feature suggestions.

**Postconditions**:

* The petition gets successfully created and then can be endorsed by other gamers.

**Main Success Scenario**:

* 1. The Gamer(s) logs into the IndieWatch system and goes to the petition section
  2. The Gamer(s) generate a new petition for a game feature that can be implemented.
  3. The petition is posted and then can be viewed and endorsed by other gamers.
  4. The IndieWatch system monitors the endorsements and then marked as a successful petition as soon as the petition reaches specific number of support.

**Failure Scenario**:

* 1. A server-related issue that can cause the system’s failure of recording a petition submitted by a gamer.
  2. The gamer would receive prompts to try submitting the petition again later.

4) **Name**: Niche Adjustment Consulting

**Actor(s):** Indie Game Developers

**Preconditions**:

* The developer(s) submit game project information through a questionnaire, with questions regarding genre, planned features, estimated release window, etc.

**Postconditions**:

* The developer(s) get consultation suggestions on making the adjustments of the game’s niche.

**Main Success Scenario**:

* 1. The planned features and genre of the game are submitted by the developer(s) via a questionnaire.
  2. The IndieWatch system tracks and evaluates the market trends and foresees areas where the game’s niche could be adjusted to better suit the market.
  3. The recommendations and necessary adjustments of the game gets reviewed by the developer.

**Failure Scenario**:

* 1. Incomplete or incorrect data occurs in the system, then causes the failure to analyze the game’s niche.
  2. The developer gets prompted to provide additional details, or the system offers general suggestions based on past patterns.

5) **Name**: Playerbase Expansion Consultation for Existing Games

**Actor(s):** Indie Game Developers, Live Service Developers

**Preconditions**:

* The data of existing games with live-service components gets submitted by either developer(s).

**Postconditions**:

* A consultation report on how to grow an existing game's player base gets generated and sent to the developer.

**Main Success Scenario**:

* 1. A detail of a game with a live service component (through features, player engagement metrics, etc.) gets submitted by either developer.
  2. Similar games with live-service(that contain bigger player bases) get analyzed by the IndieWatch system.
  3. The system generates a report suggesting feature updates or fresh content as recommendations to draw in new players.
  4. The developers make the recommended adjustments to the game after gaining all important information.

**Failure Scenario**:

* 1. Inconsistencies in the data occur, thus the system fails to analyze the game.
  2. A generic report based on other live service games with similar features, is sent to either developer.