

Computing resource management System based on VR game platform – Server Disconnect

Name:

Server disconnect

Description:

This use case includes the disconnection of player device and edge server.

Actors:

Player

Triggers:

The use case is triggered by when the player choose to exist the game.

Precondtions:

The edge server is connecting.

Postconditions:

After the use case is complete, the player disconnect the edge server and release the resource.

Courses of events:

Basic course of events:

1. Send request to central index server for disconnection.
2. Central index server confirm the request and disconnect the player.
3. The edge server release the resource and send message to the central index server that it is free now.

Extension Points:

None

Inclusions:

None