

Computing resource management

System based on VR game platform

- Connect Edge Computing Resource (Busy)

Name:

Connect Edge Computing Resource

Description:

This use case describes the process of client connect to edge computing resource when the default server is busy.

Actors:

User

Triggers:

The use case is triggered when user start the VR game.

Preconditions:

None

Postconditions:

After the use case is complete, the user computer should have connected to computing resource.

Courses of events:

Basic course of events:

1. The user computer send request of connect to edge computing resource
2. Edge computing resource perform Monitor Server Load
3. Edge computing resource is not available and perform Change Server use case
4. Edge computing resource return an address of another server to client computer
5. Client computer connect the edge computing resource with the address given

Extension Points:

None

Inclusions:

Monitor Server Load, Change