

VR Gaming

-Change server for customers

Name:

Change server for customers

Description:

This use case covers changing server for customers if the server that user connected runs at full load or server's delay is too high to influence customer gaming.

Actors:

Operator

Triggers:

The use case is triggered by operator

Preconditions:

The server runs at full load or server's delay is too high to influence customer gaming.

Postconditions:

After the use case is complete, the customer will be connected to another server to reduce the server load or delay.

Courses of events:

Basic course of events:

1. The operator performs check server load use case
2. The edge server reports that it runs at full load
3. Find the customer who is the latest connected to the server
4. The operator performs check server latency use case for this customer
5. Find out the edge server with lowest latency
6. Transform the back-up data of customer from the previous server to the new edge server
7. The customer now is connected with another server

Alternate course of events:

1. The operator performs check server latency use case
2. The server reports that its latency is too high for some customers
3. The operator performs check server latency use case
4. Find out the lowest latency server for customer
5. Transform the back-up data of customer from the previous server to the new edge server
6. The customer now is connected with another server

Alternate course of events:

1. The operator performs check server latency use case
2. The server reports that its latency is too high for some customers
3. The operator performs check server latency use case
4. Find out the lowest latency server for customer
5. Connect customer with this server
6. The operator performs check server load use case
7. The server reports that it runs at full load
8. Repeat actions to find new server with low latency and not full load
9. Transform the back-up data of customer from the previous server to the new edge server
10. The customer now is connected with another server

Extension Points:

None

Inclusions:

Check Server Latency

Check Server Load