

# VR Gaming

## -Dealing Data

### Name:

Dealing Data

### Description:

This use case covers receiving data and transforming data to customers

### Actors:

Server

### Triggers:

The use case is triggered by customers

### Preconditions:

None

### Postconditions:

After the use case is complete, the customer will be receiving data from the server and using the data for gaming

### Courses of events:

#### Basic course of events:

1. The customer performs an operation on the device
2. The edge server receives the operation and send data to the game server
3. The game server receives the data and deal with it with certain functions or algorithms
4. The game server sends the treated data back to edge server
5. The edge server runs the treated data and performed to customer
6. The customer can see the result of operation on device

### Extension Points:

None

### Inclusions:

None