

Computing resource management

System based on VR game platform –

Deactivate Server

Name:

Deactivate Server

Description:

This use case includes deactivate overload server.

Actors:

Operator

Triggers:

The use case is triggered by when an edge server is overload.

Preconditions:

None

Postconditions:

After the use case is complete, this edge server will not connect to new device.

Courses of events:

Basic course of events:

1. Run “ monitor server load” use case.
2. Server load exceeds a certain limit.
3. Continue with tasks of current connections but not connect with new device.

Extension Points:

None

Inclusions:

None