Computing resource management System based on VR game platform -Change Server

Name:

Change Server

Description:

This use case describes the process of a client computer change the server it connected to

Actors:

None

Triggers:

The use case is triggered when there is some reasons that client computer can not connected with current server.

Precondtions:

None

Postconditions:

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

Courses of events:

Basic course of events:

1. Change server condition is satisfied
2. Edge computing resource send change server request to central management server with a address
3. Central management server find the nearest edge computing resource for the given address and return it to edge computing resource
4. Edge computing resource return the address to the client server which trigger this user case
5. Client computer perform Connect Edge Computing Resource use case with the address given

Extension Points:

None

Inclusions:

Connect Edge Computing resource