Computing resource management System based on VR game platform - Connect Edge Computing Resource

Name:
Connect Edge Computing Resource

Description:
This use case describes the process of client connect to edge computing resource.

Actors:
User

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

Precondtions:
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 available and connection succeed
4. Edge computing resource check its load and send its amount of spare resource to central server

Extension Points:
None

Inclusions:
Monitor Server Load