

Computing resource management

System based on VR game platform –

Monitor Server Latency

Name:

Monitor Server Latency

Description:

This use case includes check latency of edge servers

Actors:

Operator

Triggers:

The use case is triggered by when an edge server with low latency is required.

Preconditions:

None

Postconditions:

After the use case is complete, the latency of a server will be return.

Courses of events:

Basic course of events:

1. Send request to edge server for server latency.
2. Edge server return current latency to sender.

Extension Points:

None

Inclusions:

None