Computing resource management System based on VR game platform – Check delay

Name:
Check delay

Description:
This use case includes the users can receive live update on the delay of the server.

Actors:
Player

Triggers:
The use case is triggered by when the player is using and running the server   .

Precondtions:
The player have connected a server.

Postconditions:
After the use case is complete, the player can realize the delay of the server.

Courses of events:
Basic course of events:
1. Send request to server for delay information.
2. Server confirm the request and return the delay.

Extension Points:
When the player is satisfied to the delay,they can choose to change a server.

Inclusions:
None