

Computing resource management

System based on VR game platform

- Connect Edge Computing Resource (Busy)

Name:

Connect Server

Description:

This use case describes the process of client connect to edge computing resource when the default server is busy.

Actors:

User

Triggers:

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

Preconditions:

None

Postconditions:

After the use case is complete, the user computer should have connected to any 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 check its availability
3. Edge computing resource is not available and send a request to central server
4. Central server return an address of the nearest available Edge computing resource
5. Edge computing resource return it to client computer
6. Client computer connect the edge computing resource with the address given

Extension Points:

None

Inclusions:

Monitor Server Load