Computing resource management System based on VR game platform – Server connect

Name:
Server connect

Description:
This use case includes the connection of player device and server.

Actors:
Player

Triggers:
The use case is triggered by when the player choose to start the game.

Precondtions:
The server is free.

Postconditions:
1. After the use case is complete, the player can connect the server.
2. After the use case is complete,every edge server is divided to two parts.One part of the server occupy 90% of the resource in order to deal with data,the other one occupy 10% of the resource to back-up the data which is used to transform the player's data when the edge changing.

Courses of events:
Basic course of events:
1. Send request to server for connection.
2. Server confirm the request and connect the player.

Extension Points:
None

Inclusions:
If the server is sterilization, change a server.