

VR Gaming

-Dealing Data

Name:

Dealing Data

Description:

This use case covers receiving data and transforming data to customers

Actors:

Server

Triggers:

The use case is triggered by Server

Preconditions:

None

Postconditions:

After the use case is complete, the customer will be receiving data from the server and using the data for gaming

Courses of events:

Basic course of events:

1. The server receives data from customers
2. The server checks the data information and decide which data will be returned from the server to customers
3. Transform the data to customers

Extension Points:

None

Inclusions: