

# VR Gaming

## -Change server for customers

### Name:

Change server for customers

### Description:

This use case covers changing server for customers if the server that user connected runs at full load or server's delay is too high to influence customer gaming.

### Actors:

Operator

### Triggers:

The use case is triggered by operator

### Preconditions:

The server runs at full load or server's delay is too high to influence customer gaming.

### Postconditions:

After the use case is complete, the customer will be connected to another server to reduce the server load or delay.

### Courses of events:

#### Basic course of events:

1. The operator performs check server load use case
2. The server reports that it runs at full load
3. Find the customer who is the latest connected to the server
4. The operator performs check server latency use case for this customer
5. Find out the server with lowest latency
6. Connect customer with this server

#### Alternate course of events:

1. The operator performs check server latency use case
2. The server reports that its latency is too high for some customers
3. The operator performs check server latency use case
4. Find out the lowest latency server for customer
5. Connect customer with this server

#### Alternate course of events:

1. The operator performs check server latency use case
2. The server reports that its latency is too high for some customers
3. The operator performs check server latency use case

4. Find out the lowest latency server for customer
5. Connect customer with this server
6. The operator performs check server load use case
7. The server reports that it runs at full load
8. Repeat actions to find new server with low latency and not full load
9. Connect customer with this server

**Extension Points:**

None

**Inclusions:**

Check Server Latency

Check Server Load