

Computing resource management

System based on VR game platform –

Check Latency

Name:

Check Latency

Description:

This use case includes check latency between edge servers and clients

Actors:

Operator

Triggers:

The use case is triggered by when latency is required.

Preconditions:

None

Postconditions:

After the use case is complete, the latency of a server will be return.

Courses of events:

Basic course of events:

1. Edge server send request to client for server latency.
2. Current latency is normal
3. Client return current latency to server.

Alternative course of events:

4. Edge server send request to client for server latency.
5. Current latency is abnormal
6. Client return current latency with change server request to server.

Extension Points:

None

Inclusions:

None