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:
After the use case is complete, the player can connect the server.

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.