

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

Name:

Server disconnect

Description:

This use case includes the disconnection of player device and server.

Actors:

Player

Triggers:

The use case is triggered by when the player choose to exist the game.

Precondtions:

The server is connecting.

Postconditions:

After the use case is complete, the player disconnect the server.

Courses of events:

Basic course of events:

1. Send request to server for disconnection.
2. Server confirm the request and disconnect the player.

Extension Points:

None

Inclusions:

None