

Computing resource management

System based on VR game platform

– Receive and upload data

Name:

Receive and upload data

Description:

This use case includes receiving the data from server and uploading the data to the server.

Actors:

Player device

Triggers:

The use case is triggered by during the game is being played .

Preconditions:

None

Postconditions:

After the use case is complete, the game can go on.

Courses of events:

Basic course of events:

1. Player device send data to the server.
2. Server calculate the data.
3. The server return the data to the sender.

Extension Points:

None

Inclusions:

None