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.