Computing resource management System based on VR game platform – Check delay

Name:

Check delay

Description:

This use case includes the users can receive live update on the delay of the server.

Actors:

Player

Triggers:

The use case is triggered by when the player is using and running the server .

Precondtions:

The player have connected a server.

Postconditions:

After the use case is complete, the player can realize the delay of the server.

Courses of events:

Basic course of events:

1. Send request to server for delay information.

2. Server confirm the request and return the delay.

Extension Points:

When the player is satisfied to the delay,they can choose to change a server.

Inclusions:

None