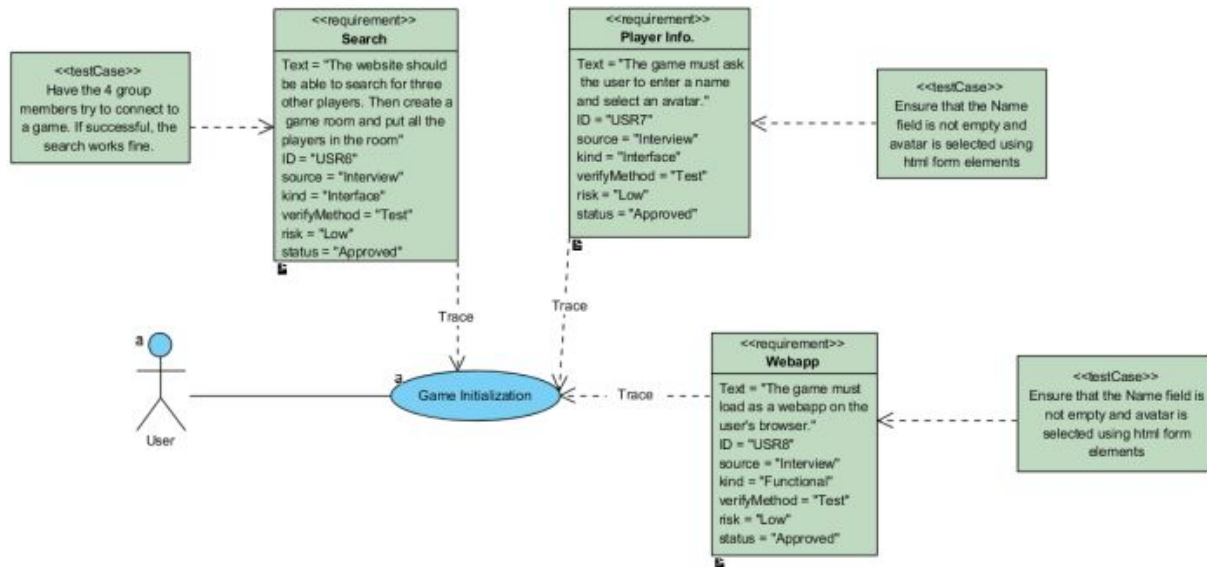


Rummy-O Game

Use-Case: Game Initialization



1 Brief Description

This use-case diagram describes the basic steps taken to initialize their user interface and join a game

2 Actors

2.1 Player

2.2 Game

3 Preconditions

- Servers are running
- Website is not down for service

4 Basic Flow of Events

1. Player open website.
2. Player is recommended to create a name and customize his avatar
3. Player clicks Play
4. Game searches for players
5. A new Game begins

5 Alternative Flow

5.1 No Username Selected

1. If in step 2, Player does not create a username. Player is redirected to create a username

5.2 Invalid Session

1. If in step 4 a match is not found within 4 minutes, Invalid Session is displayed on screen. Player is returned to step 3.
2. If in step 4 a match is not found due to the loss of network connection. Connection Lost displayed on screen. Player returned to step 3.

6 Post Conditions

6.1 Successful Completion

Player has successfully found a match after selecting the username and personalizing their board and avatar.

6.2 Failed Completion

Player is returned to a reset homepage