UC8-1: Use Case: Leaving the Game

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UC8-3: Date: 8-NOV-16

UC8-4: Purpose: To exit the game.

UC8-5: Overview: The player presses a button to return to the main menu. The client sends a request to server to terminate the session. The server removes the player’s character.

UC8-6: Cross References: R5.4

UC8-7: Actors: Player

UC8-8: Pre-condition:

UC-8-Pre-1: The player must be in a dungeon (i.e. not in the menu)

UC-8-Pre-2: The player presses the exit button

UC8-9: Post-condition:

UC-8-Post-1: The player returns to main menu

UC-8-Post-2: The server removes the player from the game.

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| **Actor Actions** | **Client System Actions** | **Server System Actions** |
| 1. The player presses the exit button. |  |  |
|  | 1. Sends request to the server. |  |
|  |  | 1. Receives the request. |
|  |  | 1. Removes the player’s character. |
|  | 1. Returns to main menu. |  |

UC8-10: Exception flow of events:

Step1: The player closes the browser to exit the game. The server notices that the client has not sent any request within a time limit and removes the player’s character.