Use Case: Queue for match

Iteration: 1

Primary Actor: Player

Goal in context: Find another player to play the selected game against

Preconditions: The player has a connection to the server

Trigger: The player decides to look for a new match

Scenario:
1. The player selects the look for match option
2. The player selects the game of their choice
3. An appropriate player is found to be matched against

Post conditions: The match is initiated and the two players can begin playing

Exceptions:
1. There are no other players looking for a match

Priority: High, all players will need to use this every time they want to find a random opponent to play a game against

When Available: First Iteration

Frequency of use: Very frequently (every time a player wants to look for a match)

Chanel to actor: Interaction with matchmaking menu

Secondary actors: N/A

Open issues: N/A

Use Case: Host private match

Iteration: 1

Primary Actor: Player

Goal in context: Host a private match of a selected game to play with another player

Preconditions: The player has a connection to the server

Trigger: The player decides to host a new match of a game

Scenario:
1. The player selects the host match option
2. The player selects the game of their choice
3. The match is created and the host player is given a match ID to give to the other player

Post conditions: Once the other player joins the private match, the match is initiated and the players can begin playing

Exceptions:
1. The host cancels out of the private match before a match is found

Priority: Medium, not essential to games being played, but allows for matches between friends or specific people

When Available: First Iteration

Frequency of use: quite frequently (any time someone wants to play a match with a specific person)

Chanel to actor: Interaction with matchmaking menu

Secondary actors: N/A

Open issues:
1. What should happen to the match if the host player leaves
2. Should private matches still provide an increase/decrease in elo (leads to potential elo farming

Use Case: Join private match

Iteration: 1

Primary Actor: Player

Goal in context: Join another players private match using the match ID

Preconditions: match ID has been provided to the joining player by the host player

Trigger: The player decides to join a private match

Scenario:
1. The player selects the join private match option
2. The player inputs the match ID for the match they want to join
3. If the match is found the player is connected to that match

Post conditions: Once joined the match is initiated and the players can begin playing

Exceptions:
1. Non existing match ID is used
2. The match has already been initiated (i.e another player has already joined the private match)

Priority: Medium, not essential to games being played, but allows for matches between friends or specific people

When Available: First Iteration

Frequency of use: quite frequently (any time someone wants to join a private match)

Chanel to actor: Interaction with matchmaking menu

Secondary actors: N/A

Open issues:
1. Should private matches still provide an increase/decrease in elo (leads to potential elo farming

Use Case: Select game

Iteration: 1

Primary Actor: Player

Goal in context: Choose the game to be played

Preconditions: The player has a connection to the server, the player has navigated to the game selection menu

Trigger: The player chooses to host a private match or queue for a match

Scenario:
1. The player clicks the icon matching the game they wish to play
2. The type of match the player is looking for / hosting is adjusted accordingly

Post conditions: Once joined the match is initiated and the players can begin playing the game that they chose

Exceptions: None

Priority: High, essential to the core functionality of the software as it is important that players can select the game they wish to play as opposed to just playing one at random

When Available: First Iteration

Frequency of use: quite frequently (any time someone wants to join a private match or queue for a match)

Chanel to actor: Interaction with game selection menu

Secondary actors: N/A

Open issues:

Use Case: Spectate match

Iteration: 1

Primary Actor: Player

Goal in context: Find and watch an ongoing match

Preconditions: The player has a connection to the server, A match is currently ongoing, match ID has been provided to the spectating player

Trigger: The player decides to spectate the match between two other players

Scenario:
1. The player selects the spectate match option
2. The player inputs the match ID for the match they want to spectate

Post conditions: The connection is initiated and the spectating player can watch the match play out

Exceptions:
1. The match ID being searched for does not exist
2. The spectator quits out of spectating

Priority: Low, extraneous feature that simply improves the overall quality of the experience of the game

When Available: First Iteration

Frequency of use: Infrequent (Only when a user wants to watch someones match that they have been given the match ID for)

Chanel to actor: Interaction with matchmaking menu

Secondary actors: N/A

Open issues:
1. Should the feature be expanded to be able to spectate a match through another method than receiving the match ID from one of the players that are playing in the match