

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)

Channel to actor: Interaction with matchmaking menu

Secondary actors: Game server

Channel to secondary actors:

Open issues:

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

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)

Channel to actor: Interaction with matchmaking menu

Secondary actors: Game server

Channel to secondary actors:

Open issues:

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)

Channel to actor: Interaction with matchmaking menu

Secondary actors: Game server

Channel to secondary actors:

Open issues: