Find Match Sequence Diagram
Team: Sizzling Syntax

BASIC COURSE:
The User clicks the Versus Mode button on the Home page and the System displays the Match Setup page

The User modifies the Preferences to reflect their preferred settings and clicks the Find Match button. The System finds an Opponent based on the User's selected Preferences and launches the Game.

ALTERNATE COURSES:
The user is not logged in: The System invokes Login Use Case. The User logs in and the System shows the Match Setup page.

A game is not found within 60 seconds: The System displays an Error Message informing the User that the search timed out. The System returns the User to the Match Setup page.

The user/opponent does not connect or loses connection while entering the game: The System displays an Error Message informing the User of the unsuccessful connection and returns the User to the Match Setup page.

User   Home Page   Match Setup Page   Game Page   Game Session

clicks Versus Mode button

display()

edit preferences fields and click Find Match button

display()

findMatch(preferences)

user not logged in: user taken to login

system will give user an error message and redisplay Match Setup

match not found within 60 seconds

system will give user an error message and redisplay Match Setup

user/opponent loses connection