DocNo: 001.C.4:1

Network Connection

Use Case Specification

Vision 1.1

**Group Member:**

施宇

鲁皓

万成城

曹翼丰

**Document Language:**

English

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 2015-11-16 | 1.0 | Finish the first edition of the document | 万成城 |
| 2016-01-05 | <1.1> | Final Fix | 万成城 |

**Table of Contents**

1. Definition 3

2. Preconditions 3

3. Post Conditions 3

4. Scenarios 3

5. Exceptions or Branches 3

6. Note 3

1. Definition

This is the requirement description for the Network connection use case. Network connection use case is for system to support a man-man chess game. Multiple players are connected with network.

1. Preconditions

A man-man chess game starts.

1. Post Conditions

The player movement is passed to the Basic logic use case.

1. Scenarios

It’s player’s turn to move.

1. Exceptions or Branches

If the network fails, cancel the game and jump to the main menu.

1. Note

Null.