Use Case 3.1: Host Game

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Characteristic Information

Goal in Context: The user can host a game to play over network with human remote players

Scope: Network

Level: Subfunction

Primary Actor: User

Stakeholders & Interests:

- ❖ User: Wants to host a network game of Scrabble

Preconditions: User navigated through the application and clicked 'Create Game Lobby'

Success Guarantee (Postconditions): New game lobby is created by the user and connection details are shown, so others can join.

Trigger: click on Button 'Create Game Lobby'

Main Success Scenario

1. Lobby is created by the user and server is running on host's machine
2. Connection details are displayed

Extensions

*a. At any time, System fails:
1. System reopens system, logs in, and requests recovery of prior state.
2. System reconstructs prior state.
   2a. System detects anomalies preventing recovery: System signals error and records the error. System starts new tutorial.
3. Warning sign that the game crashed appears.

1a. Server fails to create lobby:
   1a.1 User is shown an appropriate error message.
   1a.2 Server shuts down.

Due Date

10.05.2021

System Sequence Diagram

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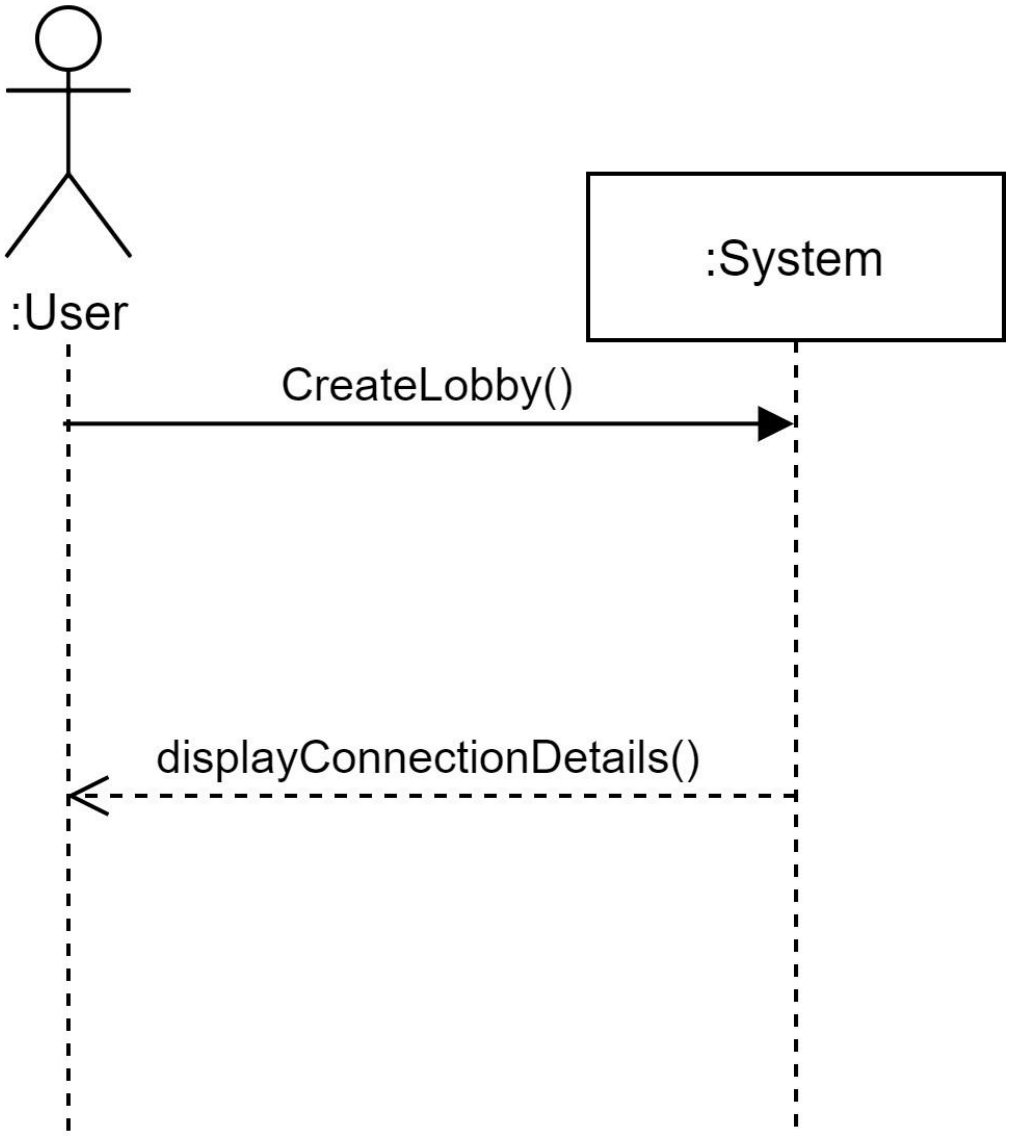

Operation Contracts

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Contract 3.1.1: createLobby

Operation: createLobby() : void

Cross References: UC 3.1: Host Game

Preconditions:

- User was in game lobby

Postconditions:

- Server instance s was created
- Player p was created and associated with server s
- Connection details were sent back to user