Use Case 3.4: Leave Game

Author: Yasin Garip

Characteristic Information

Goal in Context: The user can disconnect an existing network connection

Scope: Network

Level: Subfunction

Primary Actor: User

Stakeholders & Interests:

❖ User: Wants to leave an ongoing network game

Preconditions: A game lobby is created and the game has started. User is in the game lobby.

Success Guarantee (Postconditions): User is not connected to a game lobby and is in the main GUI

Trigger: Click on Button 'Leave Game'

Main Success Scenario

1. The user is informed by the system that leaving the game may have consequences for his statistics.
2. User chooses to leave by clicking on Button 'Leave game now'.
3. User client requests disconnect from Server.
4. Server disconnects requested player client.

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.

4.1 Server didn't get disconnect request from client:
  4.1.1. The user gets a timeout because overtime gets expired by being idle.
4.2 Player is host of server:
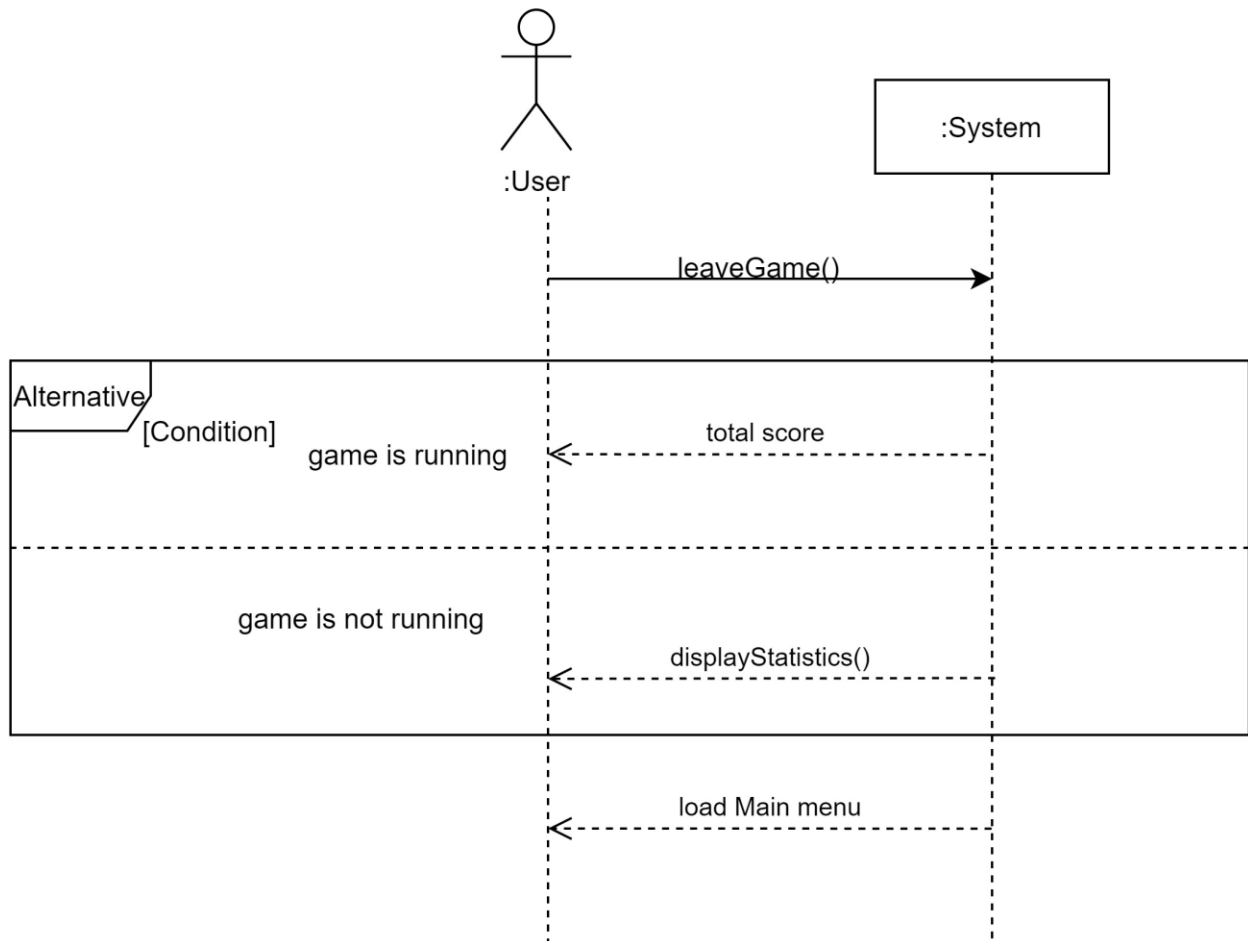 4.2.1 Server ends the game and disconnects all players.

Open Issues

If the user is the host of the server, eventually some kind of host migration can take place.

Due Date

10.05.2021

System Sequence Diagram

Author: Yasin Garip

:User

:System

leaveGame()

Alternative

[Condition]
game is running

total score

game is not running

displayStatistics()

load Main menu

Operation Contracts

Author: Yasin Garip

Contract 3.4.1: leaveGame

Operation: leaveGame() : void

Cross References: UC 3.4: Chat

Preconditions:

- User player p was associated with game g and server s

Postconditions:

- p was disassociated from g and s