

**Use Case:** Set player's pre-first game elo

**Iteration:** 1

**Primary Actor:** Player

**Goal In Context:** Initialize the elo to 0 for all new player accounts

**Preconditions:**

- The player has successfully registered and verified their account

**Trigger:** User finishes creating account

**Scenario:**

1. The player completes the registration process.
2. The system verifies the player's account.
3. The system initializes the player's elo to 0.
4. The player is notified that their account setup is complete.

**Post-conditions:**

- Account is initialized with elo of 0
- Player receives confirmation of account setup

**Exceptions:**

- Account verification fails
- System initialization fails

**Priority:** High, basic function needed for game to function

**When available:** First increment

**Frequency of use:** Once per account (after they verify, it is not prompted again).

**Channel to actor:** Game interface

**Secondary actors:** N/A

**Channel to secondary actors:** N/A

**Open issues:**

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**Use Case:** Matchmaking Queue

**Iteration:** 1

**Primary Actor:** Player

**Goal In Context:** Allow a player to join a matchmaking queue and be paired with an opponent of similar Elo rating

**Preconditions:**

- The player has logged into the multiplayer platform
- The player has a valid player profile and elo rating

**Trigger:** The player selects the “Join Matchmaking Queue” option

**Scenario:**

1. The player selects the matchingmaking option.
2. The system searches the matchmaking queue for opponents with similar Elo ratings.
3. Once a match is found, the system notifies both players.
4. The game session is initialized.

**Post-conditions:**

- The player is paired with an opponent and starts a game.

**Exceptions:**

- No match is found, and the player remains in the queue until an appropriate opponent joins.

**Priority:** High

**When available:** First increment or iteration.

**Frequency of use:** Each time a player wants to play a match.

**Channel to actor:** Game interface

**Secondary actors:** Opponent Player

**Channel to secondary actors:** Game interface, matchmaking system.

**Open issues:**

- How long to keep players waiting in the queue if no suitable opponent is found?
- If no suitable opponent is found, how long till the player is assigned someone that is out of their elo rating range?