Use Case: Immersion
Iteration: 1

Primary Actor: User

Goal in context: Keep players engaged with environment so that they are not constantly aware of the fact that they are engaging in a simulated environment, and can participate in the games to their utmost capacity.

Preconditions:
- Player is logged in
- Game environment is fully functional
- Online status has been verified and made fully operational

Trigger: Players will want to play on the platform for longer periods of time, and have minimal complaints about the platform. This will be beneficial for the culture surrounding the online interactions, as well as the mental wellbeing of the developers

Scenario:
1. Player selects a game, engaging with responsive UI
2. Player has options displayed to play against AI or another person
3. Online chat features create social incentive to keep playing
4. Competitive rankings push players to perform more intelligently/regularly
5. Misbehaving players will be reported and dealt with

Post conditions:
- Player desires to keep playing on a regular basis
- Moderation staff have minimal issues with online misbehavior
- Development staff can implement patches without backlash

Exceptions:
- User cannot connect to Internet for competitive play
- User is overly entitled and contributes to a negative atmosphere
- Servers cannot sustain proper gameplay performance
- Support for the online features and bug fixes slows to a crawl

Priority: Required for platform's longevity - paramount
When available: Always
Frequency of use: Whenever players are on the game platform
Channel to actor: GUI

Secondary actors: N/A
Channel to secondary actors: N/A
Open issues:
- Identifying the gameplay loop which is the most "fun"
- Moderating game environment without being overly paternalistic
- Responding to player feedback in terms of what works/doesn't work