

## Use Case Descriptions: Connect Four

**Use Case:** Load Game

**Iteration:** First

**Primary Actor:** Player

**Goal in Context:** To load the connect four game so that a player can play the game.

**Preconditions:**

- The player must already be on the Online Multiplayer Board Game Platform
- The player must have enough RAM to run the game

**Trigger:** The player chooses to play connect four on the platform

**Scenario:**

1. The player clicks the option to play connect four on the online platform
2. The player is notified to choose their opponent for the match
3. The connect four game loads and begins

**Postconditions:**

- The game starts for the player who selected it
- The condition of the game (whether or not someone has won) is constantly checked

**Exceptions:**

- The server for connect four players is full

**Priority:** High. The Connect Four game is one of the initial games for the Online Multiplayer Board Game Platform, and must be up and running for the initial release.

**When Available:** April 11, 2025.

**Frequency of Use:** Dependent on the number of system users, but expected to be high based on being one of few initial games

**Channel to Actor:** Player interaction through the mouse and keyboard to select the option.

**Secondary Actors:** None.

**Channel to Secondary Actors:** N/A.

**Open Issues:**

- How should the system allow multiple Connect Four games to be run simultaneously?
- How should the game handle the scenario of a player abandoning the game partway through? Should their place be taken over by AI? Should the game end immediately?

**Use Case:** Choose Opponent

**Iteration:** First

**Primary Actor:** Player

**Goal in Context:** To allow the player to select their opponent if they do not want to play against a random player on the platform.

**Preconditions:**

- The player must already be on the Online Multiplayer Board Game Platform
- The player must have chosen to load connect four

**Trigger:** The player chooses to select their opponent for connect four

**Scenario:**

1. The player selects the option to choose their opponent in connect four

2. The player selects a player they would like to play against from a list of currently online players, or chooses one of their friends on the data to request to play against
3. The players opponent accepts, and the game begins

**Postconditions:**

- The player gains an opponent for the game
- The game can complete loading

**Exceptions:**

- There are no available players online to play connect four
- The players opponent leaves while the match is loading

**When Available:** April 11, 2025.

**Frequency of Use:** As often as the connect four game is expected to be used, which is expected to be high.

**Channel to Actor:** Player uses their mouse and keyboard to select the option to choose their opponent.

**Secondary Actors:** None.

**Channel to Secondary Actors:** N/A

**Open Issues:**

- The server will need to adapt to an opponent selection system where the player can request multiple opponents, since they may request a friend that is not currently online or a random online opponent that does not want to play with them, and ensure that no player is allowed into a match where they do not have an opponent by accident