

Use case: Get Games Catalogue

Primary actor: Player

Goal in context: To receive an up-to-date catalogue of all games available for the player to peruse.

Preconditions: The player has a connection with OMG servers.

Trigger: When the User decides to access the storefront.

Scenario:

1. User selects an option to view the storefront.
2. Server prepares a formatted list of games, sorted based on some attribute, such as player count or release date.
3. Server sends this list to the User.
4. The User's device will display the list of games.

Postcondition: Player's catalogue of games is up-to-date.

Exceptions:

1. Player loses connection before catalogue can be sent. Program should simply attempt to reconnect, and send the request again.

Priority: High. This is the only way to access game storefront and make purchases.

When available: First Iteration

Frequency of use: Several times daily.

Channel to actor: Player's device, when the decision to access store catalogue.

Channels to secondary actors: N/A

Open issues:

None.