

Use Case	Join Match
Primary Actor	Player/user
Goal in Context	To join a match
Preconditions	To not be in a game or match. The player must be in a lobby.
Trigger	Reacting to the “find match” prompt/button
Scenario	<p>Player: Start up game. Wants to join a game, so the user proceeds to join a lobby so that they can be let into the match once there is room</p> <p>Server: While the user/player is in the lobby, it continuously checks for open matches so that it can let the player in.</p> <p>Player: is let into the game once an open game is found.</p>
Post Condition	Player status is updated, the server is notified that the player is in a game.
Exceptions	
Priority	
When Available	
Frequency of use	Often
Channel to Actor	“Join match” prompt/button
Secondary Actor	server/server admin
Channels to secondary actor	
Open Issues	

Use Case	Verify Server Online Status
Primary Actor	Server admin
Goal in Context	To check whether if a server/servers are online or not
Preconditions	There must be a server admin, and a server to check
Trigger	
Scenario	
Post Condition	
Exceptions	
Priority	
When Available	
Frequency of use	
Channel to Actor	
Secondary Actor	
Channels to secondary actor	
Open Issues	

Use Case	Disconnect player
Primary Actor	
Goal in Context	
Preconditions	
Trigger	
Scenario	
Post Condition	
Exceptions	
Priority	
When Available	
Frequency of use	
Channel to Actor	
Secondary Actor	
Channels to secondary actor	
Open Issues	