

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	n/a
Priority	high
When Available	always
Frequency of use	Often
Channel to Actor	“Join match” prompt/button
Secondary Actor	Server admin
Channels to secondary actor	server/connection between server and player

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/verify status of
Trigger	<ul style="list-style-type: none"> • Server admin occasionally monitors servers to check if they are online or not. Updates status • User may want to join a match, so Server admin must check for servers and their online status
Scenario	<p>Player: Wants to join a game, so requests to join a game lobby.</p> <p>Server Admin: Sees that a player is attempting to join a lobby, so they start searching/pinging for servers, until he finds a server that is online. He updates the status of the server and lets the player join.</p>
Post Condition	Player has loaded into the server to play the game.
Exceptions	
Priority	High
When Available	Always
Frequency of use	Always.
Channel to Actor	<p>Server.</p> <p>Player requests to join a lobby of a game, Server admin allows the player to join once the server has been found and connected to.</p>
Secondary Actor	Player
Channels to secondary actor	Prompt to request to join the game/lobby

Use Case	Disconnect player
Primary Actor	Server
Goal in Context	To disconnect player
Preconditions	Player must be in a server, in a game or lobby
Trigger	Player must either request to be disconnected, be inactive, or lose their connections
Scenario	<p>Scenario 1: Player: requests to disconnect from the server Server admin: removes player from server, and updates player status</p> <p>Scenario 2: Player: loses connection to server Server admin: removes player from server, and updates player status</p> <p>Scenario 3: Player: is inactive Server admin: verifies that the player is inactive. If so, player gets removed and their status is updated</p>
Post Condition	Player is not on the server anymore. Player status is updated to reflect their removal from the server.
Exceptions	n/a
Priority	HIGH
When Available	Always
Frequency of use	Whenever needed.
Channel to Actor	Server
Secondary Actor	Player
Channels to secondary actor	Server connection. Or the menu, where the player can request to be disconnected