

Use Case: Join Match As A Party

Primary Actor: Party Leader (The player who initiates the game for the group)

Secondary Actors: Party/Group Members and the Matchmaking System

Goal in Context: To allow a group of players to be able to join a multiplayer match together using the matchmaking system.

Preconditions:

- Party leaders and members must be signed in
- Party must be formed before joining
- Party members must be available and not in another match

Trigger: Party leader initiates the "Join Match as Party" action.

Scenario:

1. Party Leader selects "Join Match as Party" option.
2. The system then verifies that all party members are both online and available.
3. The system then sends a request to the matchmaking service and system.
4. The matchmaking service then finds an appropriate match based on skill level, rank, and other factors.
5. The system then notifies party members that a match has been found.
6. The party members then ready up
7. The system then transitions all players into the match session.

Postconditions:

- The party members are placed in a multiplayer match.
- The match session is initialized and every player is ready to start.

Exceptions:

- If a party member isn't online an error message is displayed
- If a suitable match is found, matchmaking is cancelled
- If a party member declines the match the party leader has to reattempt matchmaking.

Priority:

High, as it is a core multiplayer feature which enables social gameplay and connectivity

Channel to Actor:

GUI interaction through game client.

Secondary Actors:

- Matchmaking System
- Game Session Manager (party leader)

Open Issues:

- Should party members be able to leave after matchmaking starts?
- What happens if a player disconnects during matchmaking?