

Use case: Update Leaderboard Rank

Primary actor: Player

Goal in context: To take the player's current rank and send this value to the game servers with the purpose of having that rank written where the global leaderboard is stored.

Preconditions: The player has a connection with the game servers.

Trigger: The player has finished a match, either winning or losing

Scenario:

1. Player either wins or loses an online match
2. Player's rank is changed depending on the results of the match
3. New rank is sent to the game servers.
4. Server writes new rank over old one.
5. New rank for player is displayed globally

Postcondition: Player's rank within the online leaderboard is updated

Exceptions:

1. Player loses connection before rank can be sent to server.
Program should simply try to send new rank once connection has been re-established.

Priority: High. To encourage competitive play among players, this must be reliable.

When available: Third Iteration.

Frequency of use: Several times daily.

Channel to actor: None. Should be automatic after completing a match.

Channels to secondary actors: N/A

Open issues:

None.