

# CHECKERS

## Use Case: Player joins matchmaking queue

**Iteration:** 1

**Primary Actor:** Player

**Goal in Context:** The player wants to quickly find an opponent by entering the Checkers matchmaking system.

**Preconditions:**

- The player is logged in.
- The player has a valid account and an assigned MMR/rank for checkers.

**Trigger:** The player selects the “Join Queue” option from the Checkers game interface.

**Scenario:**

1. The player clicks the “Join Queue” button.
2. The system verifies the player’s current Checkers rank and MMR.
3. The system randomly assigns the player to one of the two queue pairs for their rank.
4. The player is added to the selected Checkers matchmaking queue.

**Postconditions:** The player is now waiting in a Checkers matchmaking queue for pairing.

**Exceptions:**

- Player is already in an active queue.
- Network/server issues prevent the queue join.

**Priority:** High

**When Available:** Always

**Frequency of Use:** High (each game session)

**Channel to Actor:** Checkers client interface

**Secondary Actors:** Checkers matchmaking service

**Channel to Secondary Actors:** N/A

**Open Issues:**

- Determining how to handle simultaneous queue join requests.