Use Case Descriptions: Connect Four

**Use Case:** Load Game

**Iteration:** First

**Primary Actor:** Player

**Goal in Context:** To load the connect four game so that a player can play the game.

**Preconditions:**

- The player must already be on the Online Multiplayer Board Game Platform

- The player must have enough RAM to run the game

Trigger: The player chooses to play connect four on the platform

**Scenario:**

1. The player clicks the option to play connect four on the online platform
2. The player is notified to choose their opponent for the match
3. The connect four game loads and begins

**Postconditions:**

- The game starts for the player who selected it

- The condition of the game (whether or not someone has won) is constantly checked

**Exceptions:**

- The server for connect four players is full

- The opponent the player requested to play with is not online

- The players opponent leaves while the match is loading

**Priority:** High. The Connect Four game is one of the initial games for the Online Multiplayer Board Game Platform, and must be up and running for the initial release.

**When Available:** April 11, 2025.

**Frequency of Use:** Dependent on the number of system users, but expected to be high based on being one of few initial games

**Channel to Actor:** Player interaction through the mouse and keyboard to select the option.

**Secondary Actors:** None.

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

**Open Issues:**

-How should the system allow multiple Connect Four games to be run simultaneously?

-How should the game handle the scenario of a player abandoning the game partway through? Should their place be taken over by AI? Should the game end immediately?

**Use Case:** Choose Opponent

**Iteration:** First

**Primary Actor:** Player

**Goal in Context:**

**Preconditions:**

**Scenario:**

**Postconditions:**

**Exceptions:**

**When Available:** April 11, 2025.

**Frequency of Use:**

**Channel to Actor:**

**Secondary Actors:**

**Channel to Secondary Actors:**

**Open Issues:**