1. **Use Case:** Start Matchmaking
   **Primary Actor**: Player
   **Goal in Context**: To allow players to enter a matchmaking queue and find a suitable match
   **Preconditions**:
   - Player is logged on
   - Internet Connection is stable
   - Player has reached a rank high enough

   **Trigger**: Player clicks "Start Game"
   **Scenario**:
   - Player navigates to the matchmaking menu
   - Player selects game mode (Casual, Ranked, and etc)
   - System searches opponents depending on factors such as rank, preference, region, and etc.
   - System finds a match and displays confirmation
   - System adds player into the lobby

   **Postconditions**:
   - Player is delivered into the game lobby with an opponent of a similar rank

   **Exception(s):**
   - No match is found for a player
   - Network connection is unstable, system cannot proceed
   - Player disconnects mid-process

   **Priority:** High
   **When Available**: Within 1 to 2 sprints
   **Channel to Actor**:
   - Through physical interaction using a touch screen on the players device or input devices (keyboard/mouse)
   - Game UI

   **Secondary Actors:** Player Database (To access ranks)
   **Channel to Actor:** System Communication
   **Open Issues:**
   - If a player leaves a match mid process, do they suffer consequences?
   - Should there be a confirmation before a player is placed into a game lobby with the opponent?

2. **Use Case:** Leave Matchmaking
   **Primary Actor:** Player
   **Goal in Context:** To allow players to leave a matchmaking process before being placed in a game lobby
   **Preconditions:**
   - Player is logged on
   - Internet Connection is stable
   - Payer has initiated the matchmaking process
   **Trigger:** Player clicks "Cancel"
   **Scenario:**
   - Player has initiated the matchmaking process.
   - Player does not want to play the game anymore and does not want to suffer consequences of leaving mid game
   **Postconditions:**
   - Player is removed from the matchmaking queue and delivered back to select game interface
   **Exceptions:**
   - System has already found a match for the player and does not let player cancel
   - Player has weak network and cancel request is not sent fast enough
   **Priority:** High
   **When available:** 1 to 2 sprints
   **Channel to Actor:**
   - Through physical interaction using a touch screen on the players device or input devices (keyboard/mouse)
   - Game UI
   **Secondary Actors:** None
   **Channel to Actor:** N/A
   **Open Issues:**
   - Should a timeout be a consequence of frequently cancelling matchmaking requests

**Use Case:** Match Confirmation

Use Case: Repercussions