

Use case: View Leaderboard

Iteration: 1

Primary Actor: Player

Goal in context: Allow players to view the ranking of top players based on performance metrics

Preconditions:

- Player must have access to the game interface
- Leaderboard data are available and updated

Trigger: Player navigates and selects the leaderboard section in game menu

Scenario:

1. Player selects the leaderboard option in game menu
2. System/server retrieves and updates the latest player rankings
3. GUI displays the list of top players sorted by rating (descending order by default)
4. Player can scroll through the leaderboard list
5. Player can search for specific users

Post conditions: Player can successfully view the leaderboard

Exceptions:

2a. No ranking data is available

2b. Network error preventing leaderboard data from being retrieved

Priority: High

When available: In 1 sprint, by end of project iteration 3

Frequency of use: Varies on player interest

Channel to actor:

- In game GUI
- Physical interaction using input devices such as keyboard or mouse

Secondary actors: Player database (for retrieving ranking data)

Channel to secondary actors: System communication

Open issues:

- Should there be additional filtering options for different ranking types (eg, game stats)?

Use case: Update Leaderboard Data

Iteration: 1

Primary Actor: Game backend

Goal in context: Ensure leaderboard displays most recent player ranking and/or performance data

Preconditions:

- Player completes a ranked game
- Ranked game results must be available

Trigger: A ranked game is completed

Scenario:

1. System receives match results (win/loss data, etc.)
2. System updates player ratings and rankings based on performance (remove rating score if player loses, grants rating score if player wins)
3. System sorts the updated list and stores it in database

Post conditions: Leaderboard data accurately reflects the most recent rankings

Exceptions:

1,2. Network/database failure – preventing updates

Priority: High

When available: 1 sprint, by end of project iteration 2

Frequency of use: After every ranked match completion

Channel to actor: N/A, System communication

Secondary actors: Player database

Channel to secondary actors: System communication

Open issues: Do we have to have the leaderboards updated after every match or could we update them less to reduce load?

Use case: Sort top players

Iteration: 1

Primary Actor: Game backend

Goal in context: Retrieve an ordered list of players based on ranking metrics

Preconditions:

- Leaderboard data is available

Trigger: Player requests top players

Scenario:

1. System receives a request for player rankings
2. System receives the highest ranked players from the leaderboard
3. System sorts players based on ranking criteria
4. System sends the sorted list to the requesting player

Post conditions: Request player rankings are displayed or used in another system process

Exceptions:

- 1,2. Database failure preventing retrieval
3. No data is available for processing

Priority: Medium/high

When available: 1 sprint, by end of project iteration 3

Frequency of use: Varies on player interest.

Channel to actor: System communication

Secondary actors: Player database

Channel to secondary actors: System communication

Open issues: What other sorting options do the leaderboard settings offer?

Use case: Sort leaderboard by different criteria

Iteration: 1

Primary Actor: Player

Goal in context: Allow player to sort the leaderboard statistics based on different ranking criteria (win/loss ratio, number of wins, rating, or etc.)

Preconditions:

- Leaderboard must be accessible
- Leaderboard has enough data for sorting

Trigger: Player changes a sorting option from the leaderboard menu

Scenario:

1. Player opens up leaderboards in game menu
2. Player selects a sorting option from available choices
 - Win/loss ratio
 - Number of wins
 - Rating points
3. System gets leaderboard data
4. System sorts leaderboard based on chosen criteria
5. Sends sorted leaderboard to GUI to display

Post conditions:

Exceptions:

3. Network error prevents leaderboard data from updating
4. No data for the selected sorting criteria

Priority: Low

When available: 1 sprint, by end of iteration 3

Frequency of use: Varies based on player interest

Channel to actor: Player database, system communication

Secondary actors: Player database

Channel to secondary actors: system communication

Open issues: Should system remember the last sorting preference for the player?

Use case: Toggle ascending/descending order on leaderboard

Iteration: 1

Primary Actor: Player

Goal in context: Allow players to change sorting order of the leaderboard to either ascending or descending.

Preconditions:

- Leaderboard is accessible
- Player is viewing leaderboard menu
- Sorting criterion is selected

Trigger: Player toggles the ascending/descending options

Scenario:

1. Player navigates to leaderboard
2. Player selects a sorting criterion (win/loss ratio, number of wins, etc.)
3. Player toggles the ascending/descending option
4. System updates leaderboard to reflect selected sorting order
5. Leaderboard displays players in specified sorting order

Post conditions: Leaderboard sorting order is updated and displayed

Exceptions:

4. Network prevents sorting order from updating
5. Not enough data for leaderboard to sort

Priority: Low

When available: 1 sprint, end of project iteration 3

Frequency of use: Varies on player interest

Channel to actor: GUI

Secondary actors: Player database

Channel to secondary actors: System communication

Open issues: Should system remember the last sorting preference for the player?

Use case: Search for specific player (including themselves) on the leaderboard

Iteration: 1

Primary Actor: Player

Goal in context: Allow player to search for specific player (by username or maybe other identifiers) to view their ranking

Preconditions:

- Leaderboard must be accessible
- Player is viewing leaderboard
- Searched player exists in the ranking database

Trigger: Player searches a username in leaderboard menu

Scenario:

1. Player navigates to leaderboard
2. Player searches for a username
 - 3a. If username found, system removes all other players except the searched player
 - 3b. If username not found, system displays a “player not found” error message

Post conditions: Player can view the searched player’s ranking and statistics

Exceptions:

2. Searched player does not exist
3. Database error fails to retrieve player statistics
- 3,4. Network error prevents GUI and database from communicating

Priority: Medium

When available: 2 sprints, end of project iteration 3.

Frequency of use: Varies on player interest

Channel to actor: GUI

Secondary actors: Player database

Channel to secondary actors: System communication

Open issues: Should search feature support partial matches?

Use case: View friends on leaderboard

Iteration: 1

Primary Actor: Player

Goal in context: Allow players to filter the leaderboard to view only their friend's rankings

Preconditions:

- Player has access to leaderboard menu
- Leaderboard data and friends list must be available and updated

Trigger: Player selects the option to view only friends on leaderboard

Scenario:

1. Player navigates to leaderboard menu
2. Player selects "View Friends" filter option
3. System retrieves player's friends list
4. System filters the leaderboard to display rankings of the player's friends
5. Player can scroll and view the filtered list

Post conditions:

Exceptions:

- 3,4. Network error prevents leaderboard data from being retrieved
3. Network error prevents access to friend's list

Priority: Medium

When available: 1 sprint, by end of project iteration 3

Frequency of use: Varies on player interest

Channel to actor: GUI

Secondary actors: Player database

Channel to secondary actors: System communication

Open issues: Should players be able to sort the friend's leaderboard separately?