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Q3. Describe in detail any use case from the use case model. The use case must contain an alternate flow. **USE CASE NAME = Invite Player to World**

1. **Purpose:**

The ‘Invite Player to world’ use case enables the player to invite another existing player into their world.

1. **Actors :**

Player – sends an invite to the new player to access their world.

New Player – receives the invite request

1. **Description:** This Use Case enables the Player Actor to send an invitation to another existing Minecruft player to join them in their existing World in the Minecruft game. This invite request is initiated by the Player Actor and is received by another existing player.
2. **Flow Description:**
3. Pre-conditions

* In order to satisfy the precondition both players must have registered with Minecruft.
* The player sending the invite must be registered and logged in.
* The initial inviting Player Actor must have a world already built /created.

1. Activation

* The Use Case starts when the Player Actor has successfully logged into their Minecruft account and initiates the invite request.

1. Main Flow

* Player Actor is logged in and initiates an invitation request via their user interface
* The invited player receives an invite request in their personal user interface
* Use Case was successful

1. Alternate Flow

* If the initiating Player Actor logs out unexpectedly after the invitation request is sent the invite request will be cancelled.

1. Exceptional Flow(s)

* If the Minecruft cloud service is down the Player Actor is informed that the system is temporarily unavailable and is requested to visit at a later time.

1. Termination

* The Use Case is terminated upon successful sending of the invitation request by the Player Actor.

1. Post Conditions

Successful Condition – The invited user receives the invite to join the Player Actor in their World.

Failure Condition – The invitation request is not sent successfully.

1. **Special Requirements –** None
2. **Interfaces –** Minecruft Login Interface.
3. **System Characteristics /Performance** should take no longer than 2 seconds (almost instantaneous)
4. **Implementation Requirements Software Hardware** Documentation – No special requirements for this use case.
5. **Technical Specification**

**PC:**

Minimum Requirements:

* CPU: Intel Pentium D or AMD Athlon 64 (K8) 2.6 GHz
* RAM: 2GB
* GPU (Integrated): Intel HD Graphics or AMD (formerly ATI) Radeon HD Graphics with OpenGL 2.1
* GPU (Discrete): Nvidia GeForce 9600 GT or AMD Radeon HD 2400 with OpenGL 3.1
* HDD: At least 200MB for Game Core and Other Files
* Java 6 Release 45

Recommended Requirements:

* CPU: Intel Core i3 or AMD Athlon II (K10) 2.8 GHz
* RAM: 4GB
* GPU: GeForce 2xx Series or AMD Radeon HD 5xxx Series (Excluding Integrated Chipsets) with OpenGL 3.3
* HDD: 1GB
* Latest release of Java 8 from java.com

**Mobile Device:**

* Android
* Version

Android 4.2 "Jelly Bean" (MCPE 0.11.1 & under require Android 3.0 and up; MCPE 0.7.2 & under require Android 2.3.0 and up)

* Processor

Any with support of floating-point calculations ("ARM-v7a code")

* Graphics

Any with support of OpenGL ES 2.0

* Storage

12.5MB (100 MB to 1GB is the max to save a map)

* + iOs
* Version

iOS 8.0 (MCPE 0.14.3 & under require iOS 6; MCPE 0.14.1 requires iOS 5; MCPE 0.7.2 & under require iOS 4.3.3 and up)

* Processor

600 MHz ARMv7 Cortex CPU

800 MHz Apple A5 CPU

* Storage

9.5 MB (100 MB to 1GB is the max to save a map)