

USE CASE: PLAYBACK MODE – RETRIEVE DATA

BASIC COURSE:

The user navigates to the Playback Mode Webpage. The Playback Mode Webpage initiates a request for the Playback Mode Controller to get the match data. The Playback Mode Controller retrieves the Match ID from the query string in the web URL and sends a request to the Server. The Server requests the complete match data (the game initialization message and turns array) from the Game State Database. The Server then retrieves the match data. The Server then sends the match data to the Playback Mode Controller. The Game Display Module saves the match data. The Game Display Module then draws the initial state on the Game Display Window. The Game Display Window displays the initial state to the user. The Playback Mode Controller signals the Playback Mode Webpage to enable input. The Playback Mode Webpage then enables input.

ALTERNATE COURSES:

Query string is empty: The Playback Mode Webpage displays an error to the user stating that the match ID field is empty.

Query string exceeds maximum match ID length: The Playback Mode Webpage displays an error to the user stating that the query string exceeds the maximum match ID length.

The Playback Mode Controller doesn't receive a response within a specified time: The Playback Mode Controller sends a request timeout error to the Playback Mode Webpage. The Playback Mode Webpage displays the error to the user.

The specified match does not exist in the Game State Database: The Server retrieves match data containing a match not found error upon making a request to the database. The Server sends the error message to the Playback Mode Controller. The Playback Mode Controller then sends the error message to the Playback Mode Webpage. The Playback Mode Webpage then displays the error to the user.