

USE CASE: TESTING ARENA – NEXT TURN

BASIC COURSE:

The Testing Arena Webpage displays the Game Display Tab to the user and the match is not in its final state. The user selects the Next Turn button. The Testing Arena Webpage disables all input. The Testing Arena Webpage initiates a request for Testing Arena Controller to proceed to the next turn. The Testing Arena Controller retrieves the current turn number from the Game Display Module. The Testing Arena Controller sends the user's request to the Server, including the turn number and bot ID of the current turn. The Server sends the request to the Game State Database. The Testing Arena Controller polls the server until the request has been completed. The Server in turn checks the database for the completion of the request with every polling. When the turn changes become available, the Server then retrieves them from the Game State Database. The Server then sends the turn changes to the Testing Arena Controller. The Game Display Module then saves the turn changes. The Game Display Module then draws the turn changes on the Game Display Window. The Game Display window displays the changes to the user. The Game Display Module also updates the Status Table appropriately. The Testing Arena Webpage displays the updated Status Table to the user. The Testing Arena Webpage then enables input as appropriate.

ALTERNATE COURSES:

The Testing Arena Controller doesn't receive a response within a specified time: The Testing Arena Controller sends a request timeout error to the Testing Arena Webpage. The Testing Arena Webpage displays the error to the user and enables input as appropriate.

The Game Evaluation Engine stores an error state: The Game Display Module updates the status table with the error message stored the error state. The Testing Arena webpage displays the updated Status Table with the error and enables input as appropriate.