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| General Information | |
| Use Case ID Number : UC002  Subject Area : Navigating Application Lobby  Description : Selecting a queue for a timed game of chess. | Responsible Analyst : Todd Breedlove |

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| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 5ai | Queues divided into 1 minute, 5 minute, and 30 minute games |
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| Revision History | | |
| Author | **Date** | **Comments** |
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| **Insertion Points in other Use Cases** | | |
| Use Case Name | **Use Case Number** | **Step Inserted After** |
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| **Actors** | | |
| **Actor Name** | **P/S** | **Brief Description** |
| User | P | Someone who wishes to play a 1 minute, 5 minute, or 30 minute game of chess. |
| Server | S | Places a user in a pool and allocates users into a game of chess based on their Elo rating. |
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| **Pre-Conditions** | |
| # | Description |
| 1 | Needs to be logged into the application. |

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| **Start Stimulus** |
| Successfully logging in with trigger this use case. |

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| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt UC Name/Number** | **Bus Rule(s)#** |
| 01 | User decides how long of a chess game to play. |  |  |
| 02 | Server places User in a queue for that kind of chess game. |  |  |
| 03 | User will be idle until Server successfully find another User in the queue within 200 points of the User’s Elo rating, or if the user decides to exit early. |  |  |
| 04 | If User is put into a match with another User, they will play a game of chess with that time control. Otherwise if the User left early, User is brought back to the lobby. |  |  |
| 05 | Server randomly decides which User goes first if a match is initiated. |  |  |

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| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds/Alt Use Case #** |
| User loses connection during idle time | User is removed from queue, logged out, and brought back to log in screen. |  |
| User loses connection in the lobby | User is logged out and returned to log in screen. |  |

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| Post-Conditions | |
| **#** | **Description** |
| 1 | If successfully put in a match, Users will be put together in a match of chess with the selected time control. |
| 2 | If the User exits early, that User will be returned to the lobby screen. |

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| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
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| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 | That users can speak and read English | 12/13/14 | Aaron Costner |  |  |
| 2 | That there will be more than 1 player in each time control pool/queue | 12/13/14 | Stewart Taylor |  |  |

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| **Issues** | | | | | |
| **#** | **Issue** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
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| **Other Comments** | | |
| **Author** | **Comment** | **Date** |
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| Frequency of Execution |
| **Frequency:**  Minimum: 24 Maximum: 240 Average: 120 (OR)Fixed:  **Per:** Hour:Day:  Week:  Month:  Day:  Other: |

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| **Timing Information** | | | | | | | |
| **#** | **At/**  **Between** | **Step(s)** | **Timing**  **Unit** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |
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| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |
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| **Alternate Course General Information** |
| Alternate Course Name:  Alternate Course Number:  Parent Use Case Name:  Parent Use Case Number:  Description:  Reason for Execution: Non Exception:  Exception:  Exception #:  Start(Trigger) Stimulus:  Type of Execution (optional): Manual:  Automatic: |

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| Insertion Point |
| Step Inserted After |
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| Pre-Conditions | |
| 1. |  |
| 2. |  |

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| Alternate Course Steps | | | |
| **#** | **Step Description** | **Adds/Alt Use Case #** | **Business Rule(s)#** |
| 1. |  |  |  |
| 2. |  |  |  |
| 3. |  |  |  |
| 4. |  |  |  |

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| Post-Conditions | |
| 1. |  |
| 2. |  |