Fully Dressed Use Case

Primary Actor : Human player, game host

Stakeholder and Interests :

Game host : Wants to play a game with human players in the network. Wants human player to join his game if the maximum of 4 player is not reached and filled by computer players.

Human player : Wants to play a network game with other human player. Don´t want to host a game by himself. Wants to join a running game hosted by another player in the network.

Preconditions : A other human player hosts a game in the local network.

Success Guarantee (Post-conditions) : A scrabble game is played and a new human player replaced a computer player. The statistic are sent to all human player after the game and the players returned to the main screen.

Main Success Scenario (or Basic Flow) :

1. The player enter the join game screen.
2. The game detects a game hosted in the local network of the player.
3. The player join the running game.
4. The player replaces a computer controlled player in the running game.
5. Include UC2:Play Scrabble
6. The game ends and the game statistics are sent to the player.
7. The player get to the AfterLobby screen.

Extensions (or alternative flows) :

a*. At any time, System fails :

The players get to the menu Screen and the server connection will be closed. Game statistics are not saved because of unfinished game.

b*. At any time, players send messages in chat.

Messages are send and displayed by all human players

2a. No local game is detected.

1. The player enters manually a port number to search active for an hosted game.

2b. The detected game reached the maximum of 4 human players

1. The player enters manually a port number to find an other game or returns to the main screen.

Special Requirements :

1. The player maximum is 4 human player
2. Missing human players are replaced with computer players.

Technology and Data Variations List :

2a. Games are usually hosted on an specific port known by all scrabble game instances.