

UC3: Play Network game

Level: Summary

Primary Actor: Human player

Stakeholders and Interests:

Human player: Wants to play a network game. Wants to host or find a lobby to play with other remote players. Wants to use the chat to communicate with other player. Wants to leave the network game whenever he wants.

Preconditions:

Human player is connected to the network

Success Guarantee (Postconditions):

A lobby has been found or created successfully and the network game is played without any issues. Furthermore, messages are being sent to other players properly and the player can leave the game without any problems.

Main Success Scenario:

1. Player presses the multiplayer button
2. System sends the network mainpage scene to the player
3. Player receives the scene
4. Player wants to find a lobby: *Include UC3.2. Join Game*
5. Player leaves the lobby: *Include UC3.4. Leave Game*
6. Player returns to the network mainpage

Extensions (Alternative Flows):

a* At any time, the System crashes:

1. Player restarts the application
2. System selects the Mainpage scene for the Player
3. Player receives the Scene

4. Player hosts a lobby: *Include UC3.1. Host Game*

Special Requirements:

- The Scene change to the network mainpage should not take longer than 10 ms.
- Any inputs and outputs through the network should be less than 5 seconds.

Technology and Data Variations List:

- 4a. Finding or hosting a lobby can only be done by pressing a button
- 4b. The Server should use the Transmission Control Protocol (TCP)