

UC3: Play Network game

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CHARACTERISTIC INFORMATION

Goal in context: A player is being able to play a network game by finding a lobby or host one lobby, where other players can join it. Furthermore, players in the lobby should be able to communicate with other players by having a chat. Also, the player should be able to leave the network game whenever he wants to.

Scope: Multiplayer game

Level: Summary

Primary Actor: Human player

Preconditions: Human player is connected to the network

Failed End Condition: A lobby can't been found or created successfully. In addition, messages won't appear fully or not for every player in the lobby. Players can't leave the game properly on normal ways.

Success End Condition: 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.

Trigger: The Human Player presses the Multiplayer button in the Main page

MAIN SUCCESS SCENARIO:

1. Player presses the multiplayer button
2. Player gets the multiplayer menu screen from the System
3. Player wants to find a lobby: *Include UC3.2. Join Game*
4. Player participates in a game: *Include UC2. Play Scrabble*
5. Player returns to the multiplayer menu

EXTENSIONS:

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 leaves the lobby: *Include UC3.4. Leave Game*

SUB-VARIATONS:

3. Player hosts a lobby: *Include UC3.1. Host Game*
5. Player wants to play another game in current lobby: *Include UC2. Play Scrabble*

RELATED INFORMATION

Priority: high

Performance Target: Up to 10 minutes for one game for each player for each turn, multiple games possible

Frequency: Depends on whether the player wants to play a multiplayer game or not

Subordinate Use Cases:

- Host Game (Use Case 3.1)
- Join Game (Use Case 3.2)
- Chat (Use Case 3.3)
- Leave game (Use Case 3.4)

Channel to primary actor: Local network, Database

SCHEDULE:

Due Date: May 30st in 2021