

UC3.3: Chat

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CHARACTERISTIC INFORMATION

Goal in Context: a player is able to communicate with players before the network game starts (in the game-lobby) and during the game via text messages that he or she sends or receives. Messages should be entered in a special text field (input field) and appear in a special text area above the text field.

Scope: Playing Scrabble Network game

Level: Subfunction

Preconditions: A player has launched the game, selected network game mode and entered the lobby or is already in the game.

Success End Condition: A player can successfully receive and send messages.

Failed End Condition: Player can't send or receive any messages and they do not appear on the screen.

Primary Actor: Human player

Trigger: Player joins a lobby in a multiplayer game mode.

MAIN SUCCESS SCENARIO:

1. Player types his/her message in the input field.
2. Player presses "send".
3. Player sees his message in the chat window.
4. Another player(-s) react(-s) to the message by sending a response message.
5. Player sees the response(-s).

EXTENSIONS:

- *a. At any time the application crashes.
 1. Player restarts the application.
 2. Player selects network game mode

3. Player joins another or the same lobby.

SUB-VARIATIONS:

1-2a. Player sends multiple messages.

4a. Nobody reacted to the player's message.

RELATED INFORMATION:

Priority: Low

Performance Target: Depends on how fast a player types the message in and how fast the other players respond.

Frequency: Depends on players desire to communicate

Superordinate Use Case: Play Network Game (Use Case 3)

Channel to primary actor: Local network

Secondary Actors: Opponents in the network game

Channel to Secondary Actors: Local network

SCHEDULE:

Due Date: March 26th, 2021