

Use Case : UC3.2 : Join Game

Characteristic information :

Goal in context :

A player decides to join a game in his local network, in reason to play with other players a scrabble game.

Scope :

Multiplayer game

Level :

Preconditions :

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

Success end condition :

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 lobby screen.

Failed end condition : The local server crashes and no player interaction is provided.

Primary actors :

Game host.

Player who joins a network game.

Trigger :

Player chose the „Find Game” option in the multiplayer menu.

Main Success Scenario (or Basic Flow) :

1. The player enter the join game screen.
2. The game detects a lobby hosted in the local network of the player.
3. The player joins the lobby.
4. The game is started by the lobby host.
5. The player votes for his preferred game sequence.
6. The game starts.
7. Include UC2:Play Scrabble
8. The game ends and the game statistics are sent to the player.
9. The player get to the lobby screen and the after game screen showing up.
10. The player decides to leave the lobby.

Extensions (or alternative flows) :

a*. At any time : The system fails :

1. 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.

1. Messages are send and displayed by all human players

c*. At any time : The player decides to leave the lobby.

1. The player returns to the menu screen.

2a. No local game is detected.

1. The player enters manually a port number to search a lobby hosted in the local network.

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.

3a. The lobby host decides to kick the player from the lobby.

1. The player returns to the menu screen.

4a. The host doesn't want to start the game.

1. The player waits until the host starts the game or leaves the lobby.

Related Information :

Priority :

top.

Performance target :

No noticeable network delays or network crashes.

Super-ordinate use case :

UC3 : Play Network Game

Special Requirements :

1. The player maximum is 4 human players.
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.