

### **UC3.4 Leave game**

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#### **CHARACTERISTIC INFORMATION**

**Goal in context:** All connected players should be able to leave the current game or the lobby by pressing the exit button, getting kicked by the host or in any other case such as any system failures.

**Scope:** Multiplayer game

**Level:** Subfunction

**Primary Actor:** Human player

**Preconditions:** The Player is connected to the Network game

**Failed End Condition:** A player can't leave the game on normal ways due to a bug. Player can't replace with AI player, causing bugs in turn operations and game field.

**Success End Condition:** The Player left the lobby successfully and his Socket is closed. A list of connected players and their User Interfaces is updated and connected players are notified, if a player leaves the network game or lobby.

**Trigger:** The player presses the exit button while playing the game

#### **MAIN SUCCESS SCENARIO:**

1. Player presses the button to leave the game
2. System chooses the main page for the player as a scene change
3. Player receives the main page of the game
4. System notifies the connected players, that the Player has left the game
5. System increases the player's amount of games lost by one.
6. System removes the Player from the List of connected players
7. System reduces the amount of players in the lobby by one
8. System closes the connection of the Player

#### **EXTENSIONS:**

- 1-5a. Host kicks the player from the network lobby
1. System notifies connected players, that the player got kicked from the lobby
  2. Player returns to the multiplayer menu
- 1-5b. At any time, the System of the player crashes:
1. System notifies connected players, that the player has left the lobby

#### **SUB-VARIATIONS:**

- 1a. Player may press the leave button in the network lobby
- 1b. Player clicking on the leave button after the game ends.

## **RELATED INFORMATION**

**Priority:** top

**Performance Target:** Up to one minute if timer might start or up to 10 minutes in the game for each person for each turn, multiple games possible

**Frequency:** Every time a lobby has been found or hosted and a multiplayer game has been started.

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

**Channel to primary actor:** Local network, Database

### **SCHEDULE:**

Due date: May 30st in 2021