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| Use Case Name: | Existing User: Game Room |
| Scenario: | Existing User Game Room Workflow |
| Triggering Event: | A user successfully logged into the system |
| Brief Description: | When a user logs into the game, show the user other logged in user and allow them to join a game. |
| Actors: | An existing player (gamer), and other online players with active sessions |
| Related Use Cases: | New User: Registration, Existing User: Welcome and Login |
| Stakeholders: | Other existing players, and the administrator running the server |
| Preconditions: | The user must have a mobile device that runs the chrome browser  The user must be logged in |
| Postconditions: | The user will able to play the game |
| Flow of Events: | |  |  | | --- | --- | | Actor | System | | 1. The user must select a game server. 2. Once a server is selected, the user will see 2 panels, one for Team A and one for Team B. The user will select a team they wish to join. The user will see other logged in users 3. The user can click the “Begin Game” button to start a game, and the user will be redirected to the Game Board. 4. If another user starts a game, and you are assigned to the game, the user will be automatically redirected to the Game Board 5. The user can remove themselves from a team if the game has not already started | * 1. Poll for a list of all active game servers. Each server runs one game.   2.1 If the user is already assigned to a game server and the game is started, redirect the user to the game board for that game.   * 1. Verify that each team has <= 5 players.   2.3 Assign the user to the game.  3.1 Flag the game as Started | |
| Exception Conditions: | * 1. If there are no game servers available, the user cannot proceed, and must wait for a game server to become available.   2. If a game is already started, and the user was not already assigned to that game, they cannot join   2.1 If a given team has more than 5 players, inform the user via a validation message that the team is full, and they must pick another team.  2.2 If both teams already have 5 players, inform the user via a validation message that both teams are full, and they must either pick another server or wait for another user to log out.  2.3 Users that are not logged in are not shown in this view.  3.1 The user cannot begin a game unless each team has at least 1 player, disable the Begin Game button if this condition exists.  5.1 If a game has started, the user cannot remove themselves from a team. |