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| Use Case Name: | Existing User: Game Lobby |
| Scenario: | Existing User Game Lobby 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, the administrator running the php server, the administrator running the node server |
| Preconditions: | The user must have a mobile device that runs the chrome browser  The user must be logged in |
| Postconditions: | The user will redirected to the Game Board, or the Welcome Screen if they choose to log out |
| 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 and join another team if the game has not already started 6. The user can log out by clicking the Log Out link | * 1. Poll for a list of all active game servers. Each game server runs one game. An administrator must configure which game servers are active   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 Change the game status to “started”  4.1 Poll for the status of the selected game server. If the user has joined a team, and another user starts the game, immediately redirect the user to that game room.  5.1 Unassign the user from that team, and reassign them to the other team.  6.1 redirect the user to the welcome screen. | |
| 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. |