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SER216

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**Unique Name**: Adapting a New Game to the ARENA Game Interface

**Participating Actors**: Organizer

**Entry Conditions**: The organizer must have the necessary permissions to upload new games to the ARENA server.

**Exit Conditions**: The new game is now available for organizers to announce and conduct tournaments on the ARENA system.

**Description**: This use case describes the process of adapting a new game to the ARENA game interface. The organizer will upload the game to the ARENA server and configure the game settings to make it compatible with the ARENA system.

**Flow of Events**:

• The organizer accesses the ARENA admin panel

• The organizer selects the option to upload a new game

• The organizer selects the game file to upload

• The organizer configures the game settings (e.g. number of players, game rules, etc.)

• The organizer confirms the upload and the game is added to the available games list on the ARENA server

2.

**Unique Name**: Announce and Conduct Tournaments

**Participating Actors**: Organizer

**Entry Conditions**: The organizer has access to the ARENA system and has uploaded a new game to the ARENA game interface.

**Exit Conditions**: The tournament is successfully announced and conducted, and the organizer has access to tournament data and results.

**Description**: The organizer uses the ARENA system to announce and conduct tournaments for players and spectators located anywhere on the Internet.

**Flow of Events**:

• The organizer logs in to the ARENA system

• The organizer selects the option to announce a new tournament

• The organizer inputs the details of the tournament (e.g. game, tournament style, schedule)

• The organizer sets the tournament to "live" and makes it visible to players and spectators

• The organizer monitors the tournament and makes any necessary adjustments