Use case: Communication

Scope: Flash point

Level: subfunction

Intention in context: Player to communicate with his teammates

Primary actor: Player

Secondary actors: Other players (Teammates)

Multiplicity: several users can communicate simultaneously

Main success scenario:

1. Current player performs one of the following:

* A text communication,
* A voice communication.

2. System publishes the message to all players

Use case: TextCommunication

Scope: Flash point

Level: subfunction

Intention in context: Player to communicate with his teammates in text message

Primary actor: Player

Main success scenario:

1. Player enters the text message
2. System receives the message

Extensions:

1a. Player enters empty string, use case ends.

1b. Player enters mature text, the text is replaced by “\*” (extra feature)

Use case: VoiceCommunication

Scope: Flash point

Level: subfunction

Intention in context: Player to communicate with his teammates in voice.

Primary actor: Player

Main success scenario:

1. Player speaks to the microphone.
2. System receives the voice

Extensions:

1a. If no recording device is detected, use case ends