

The logo for ARENA, featuring the word "ARENA" in a bold, metallic, 3D-style font. The letters are dark with a lighter, reflective top surface, giving them a three-dimensional appearance. The background behind the text is a textured, golden-brown surface with concentric, wavy lines, resembling sand or a similar material.

ARENA Guidelines for use cases (1)

Name

- Use a verb phrase to name the use case.
- The name should indicate what the user is trying to accomplish.
- Examples:
 - “Request Meeting”, “Schedule Meeting”

Length

- A use case should not exceed 2 A4 pages. If longer, use *include* relationships.
- A use case should describe a complete set of interactions.



Guidelines for use cases (2)

Flow of events

- The active voice should be used. Steps should start either with “The Actor ...” or “The System ...”.
- The causal relationship between the steps should be clear.
- All flow of events should be described (not only the main flow of event).
- The boundaries of the system should be clear. Components external to the system are described as such.
- Define important terms in the glossary.



Guidelines for use cases (3)

Exceptions

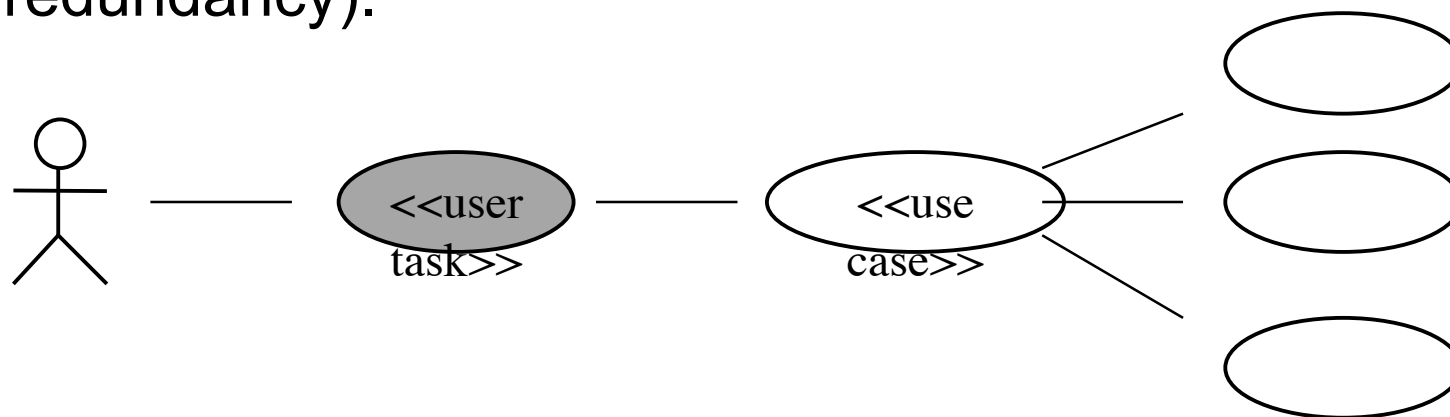
- Exceptions should be attached to the step where they are detected.
- If an exception can occur in any step, describe it only in the exception section.
- Exception handling is described as flow of events.
- At the end of the exception handling, it should be clear what happens next (if the use case is terminated or if it is resumed in a particular step).

Preconditions

- If a case is excluded with a precondition, then it should not be handled as an exception.

ARENA Guidelines for use cases (4)

- Write one high-level use case per user task
- If a use case includes only one or two steps, it should probably be a service, not a use case.
- If a sequence of steps is identical in several use cases, it should be factored out into a separate use case and included in the original use cases (eliminate redundancy).





General guidelines: Use Rationale (1)

Question: Which restrictions are possible?

References: Service: Set restrictions

Decision: Buddy list + single persons

	Criteria 1: Flexibility	Criteria 2: User Friendliness
Opt. 1: Buddy list	-	+
Opt. 2: Single persons	+	-
Opt. 3: Buddy list + single persons	+	+



Use Rationale (2)

Questions can be used to:

- Request a clarification *How can a Player restrict a game to her/his buddy list?*
- Indicate a defect *Isn't a second game mode missing?*
- Justify a use case or service *Which solution is the best?*

Questions are asked during review and consolidated into justifications during revisions.