

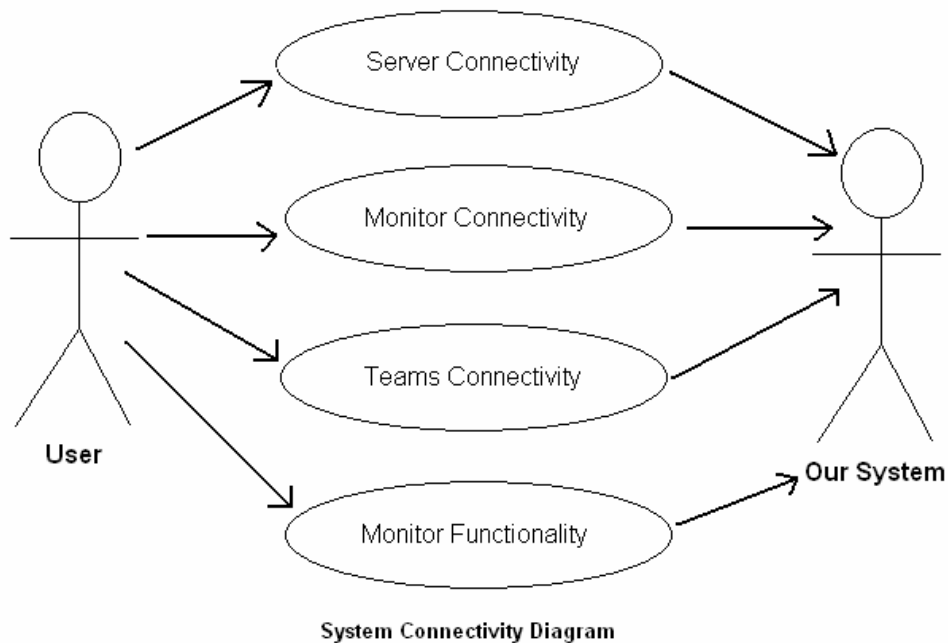
Use Case Diagrams

1. Introduction

Use case diagrams have been used in our project to explain the interaction between actors (or users) and to show how the system responds. Our project consists of very minimal user interaction with our system, but for the interaction that the system does have we have created some scenarios of expected outcomes from user input.

2. System Connectivity

2.1 Diagram



2.2 User/System Interaction

User/System interaction with our system consists of three main elements – server, monitor and the teams. The monitor consists of a variety of functionality, the main functionality a user may use to clearly understand the match is the activation of player numbers to be displayed.

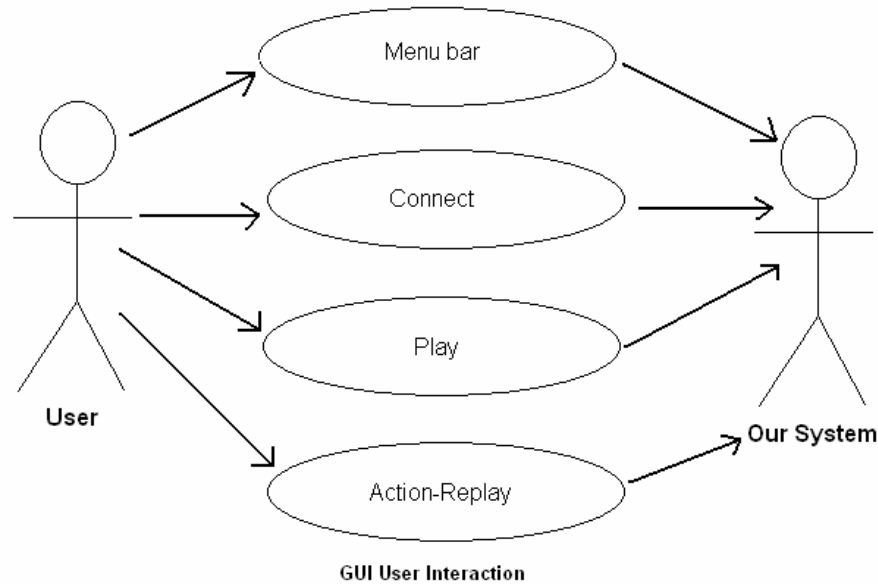
No.	User Interaction	Outcome
1	Connection to server	Server connected
2	Disconnection from server	Server disconnected
3	Connection to monitor	Monitor connected
4	Disconnection from monitor	Monitor disconnected
5	Connecting both teams	Teams displayed on monitor
6	Disconnecting both teams	Teams not displayed on monitor

Automated Commentaries for Simulated Soccer

7	Selection of monitor functionality	Selected functionality displayed
8	De-selection of monitor functionality	Selected functionality not displayed

3. GUI User Interaction

3.1 Diagram



3.2 User/System Interaction

The GUI consists of all the interaction a user has with our system once the main system components have been connected. The GUI has four main forms of user interaction, this is from the GUI menu, Connect, Play and Action-Replay buttons.

No.	User Interaction	Outcome
1	Menu bar – File -> Quit	Closes the GUI
2	Menu bar – Help -> User Guide	Opens a User Guide
3	Click on Connect (localhost, 127.0.0.1)	Connects our system to the server, monitor and players.
4	Click on Play	Starts the match
5	Click on Action-Replay	Displays details about the goals scored throughout the game