Use Case Actor Pre-Condition	Website		Projectiles		Network		Lobby
Actor	Home		Cannon		Server		Text Chat
Actor	Click 'Home' tab	Use Case	A projectile is fired from a cannon	Use Case	Server receives connect request	Use Case	User sends a message
Pre-Condition	User	Actor	A cannon weapon	Actor	Client/Host	Actor	Client/Host
	User is in the website's domain	Pre-Condition	The weapon fires	Pre-Condition	Server has received a connect request	Pre-Condition	User is in lobby
Post-Condition	User is in Home Page	Post-Condition	A projectile is spawned and travels in a certain direction at a certain velocity	Post-Condition	Server opens connection with the client/host	Post-Condition	Message is displayed for all in lobby to see
Events	1. User Clicks on 'Home' tab	Events	Projectile spawns	Events	 Client sends a connect request to server 	Events	User types in a message
	2. User is brought to Home page		2. Projectile begins traveling at a certain vector (speed, direction)		Server recieves request		2.User hits 'send' button or 'enter'
	Leaderboard				Server opens a connection with client/host		The whole lobby can now view the message
Use Case	Click 'I eaderboard' tab				·		Ready button
Actor	User	Use Case	The cannon projectile reaches it's max range			Use Case	User clicks ready button
Pre-Condition	User is in the website's domain	Actor	Projectile	Use Case	Server receives a receives a getGames request	Actor	Client/Host
Post-Condition	User is in Leaderboard Page	Pre-Condition	The projectile reaches its max range	Actor	Client	Pre-Condition	User is in lobby
Events	User Clicks on 'Leaderboard' tab	Post-Condition	Projectile is despawned	Pre-Condition	Server receive sends a getGames request to the server	Post-Condition	User now indicates to the lobby that they are ready to play
Events		Post-Condition Events		Pre-Condition	Client gets a list of active hosts	Events	1 User hits ready button
	User is brought to Leaderboard page	Events	Projectile reaches its max range	i oot oonaition		Events	
			Projectile is despawns itself	Events	 Client sends a getGames request to the server 		A light turns on next to the user's name, indicating readiness
					Server recieves request		Start button
Use Case	View scores from leaderboards				Server sends client a list of all active host	Use Case	Host hits start button
Actor	User	Use Case	The projectile collides with something			Actor	Host
Pre-Condition	User is in the Leaderboard page	Actor	The Object that was hit by the object			Pre-Condition	Host hits start button
Post-Condition	User views scores	Pre-Condition	The object was hit by the projectile	Use Case	Host receives connection request	Post-Condition	Lobby begins the game
Events	User fills out the (playerName/gameDate/gameMode) fields	Post-Condition	The object takes damage	Actor	client	Events	1 Host hits start button
Lvento	User clicks the 'Search' button	Events	Object dates damage 1. Object gets hit by projectile	Pre-Condition	server has received a connect request	Lveino	Game is now active (loading screen)
	User clicks the Search button User is viewing scores	Events		Pre-Condition Post-Condition	Client is now connect to the host's game		
			2. The object takes damage from that collision, lowering its 'health'				Choose team (team deathmatch only)
Extensions	3a. The scores specified by the User's query is not found			Events	Client sends connection request to host	Use Case	User chooses team they want to be on
	3.a.1 User gets an 'Scores not found' message		Shotgun		Host accepts client's request and opens a connection	Actor	Host/Client
	3b. The scores specified by the User's query is found	Use Case	Projectiles are fired from a shotgun weapon		3. Client is now part of the host's game	Pre-Condition	User is in lobby
	3b. User sees the requested scores	Actor	A shotgun weapon			Post-Condition	User is part of their specified team
	Download	Pre-Condition	The weapon fires			Events	User clicks on the team they want to join(this can be a button or banner)
Use Case	Click 'Download' tab	Post-Condition	A projectile is spawned and travels in a certain direction at a certain velocity	Use Case	Host Makes a game lobby	22	2. User is now part of their desired team
Actor	User	Events	A projectile is spawned and travers in a certain direction at a certain velocity 1. Projectile spawns	Actor	Host Makes a game lobby		2.03et is now part of their desired teal!!
Actor Pre-Condition	User User is in the website's domain	Events		Actor Pre-Condition	Host Host makes a lobby		
			Projectile begins traveling at a certain vector (speed, direction)				
Post-Condition	User is in Download Page			Post-Condition	Server is aware of host's lobby		
Events	User Clicks on 'Download' tab			Events	1.Host creates a lobby locally		
	2. User is brought to Download page	Use Case	The shotgun projectile reaches it's max range		2. Host sends a create connection request to the Server		
		Actor	Projectile		3. Server recognizes Host as a 'Host' and saves the reference to the Host's lobby		
		Pre-Condition	The projectile reaches its max range				
Use Case	User downloads .exe for Seize Command installer	Post-Condition	Projectile is despawned				
Actor	User	Events	Projectile is despawred Projectile reaches its max range	Use Case	Host sends gamedata to Client		
		Events			Host sends gamedata to Client		
Pre-Condition	User is in Download page		Projectile is despawns itself	Actor	Host		
Post-Condition	User is downloading the .exe			Pre-Condition	Host's game is now active (past lobby stage)		
Events	User clicks on the download link			Post-Condition	Client recieves gamedata		
	Download begins	Use Case	The projectile collides with something	Events	Host sends gamedata to client		
	Manual	Actor	The Object that was hit by the object		Client receives gamedata		
		Pre-Condition	The object was hit by the projectile				
		Post-Condition	The object takes damage		Client		
		Events	Object gets hit by projectile	Use Case	Client sends a connection request		
		Lvento	The object takes damage from that collision, lowering its 'health'	Actor	Client		
			2. The object takes damage from that consion, lowering its health	Pre-Condition	Client is connected to the server		
			A projectile is fired from a Ream weapon				
	Click 'Manual' tab/view manual			Post-Condition	Client connection request is sent		
Use Case		Use Case					
Actor	User	Actor	A Beam weapon	Events	Client connects to the server		
Actor Pre-Condition	User User is in the website's domain	Actor Pre-Condition	A Beam weapon The weapon fires	Events			
Actor	User	Actor	A Beam weapon	Events	Client connects to the server		
Actor Pre-Condition	User User is in the website's domain User is in Manual Page	Actor Pre-Condition	A Beam weapon The weapon fires Beam Despawns	Events	Client connects to the server Client sends connection request to host		
Actor Pre-Condition Post-Condition	User is in the website's domain User is in Manual Page 1. User Clicks on Manual tab	Actor Pre-Condition Post-Condition	A Beam weapon The weapon fires	Events	Client connects to the server		
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	Website		Projectiles	Network	Lobby
Events	User Clicks on 'Development' tab	Events	The disruptor has been fired.	HOWOTE	2000)
	User is brought to Development page, can view dev history.		The disruptor has been med. The disruptor has traveled some distance for some time		
	Account		The disruptor completely dissipitates.		
Use Case	Click 'Account' tab		Missiles		
Actor	User	Use Case	The missile weapon locks on to an object chosen by the player		
Pre-Condition	User is in the website's domain	Actor	The missile weapon		
Post-Condition	User is in Account Page		The missile weapon The missile weapon is present on a user ship and contains sufficient ammo.		
Events	User Clicks on 'Account' tab		The missile weapon locks on to an object chosen by the player		
Lvents	User is brought to Account page		With the missile weapon loaded, player specifies which object to lock on to		
	2. Oser is brought to Account page		The missile weapon loaded, player specifies which object to lock on to The missile weapon locks on to the specified object.		
Use Case	User Makes account		2. The missile weapon locks on to the specified object.		
Actor	User	Use Case	The missile weapon is fired		
Pre-Condition	User does not have account and is on Account Page		The missile weapon is med The missile weapon		
Post-Condition	User has Account		Player locks on to fire to a destined object		
Events	User Clicks the 'create account' button		The missile weapon is fired		
Events	User is brought to a setup window		Players aims at a specified location		
	User is brought to a setup window User enters in email,userName, and password		Player presses/clicks the button to fire the disruptors		
	User enters in email, username, and password 4.Account is created		Player presses/clicks the button to fire the disruptors The disruptor is fired towards the specified location		
	4.Account is created		The disruptor is fired towards the specified location		
Use Case	I leas leas in with sood acadesticle	lles Cess	The missile projectile collides with an object		
	User logs in with good credentials		The missile projectile collides with an object		
Actor			The missile projectile		
Pre-Condition Post-Condition	User has an account and is on Account Page		The missile weapon is fired		
	User is logged in		The missile weapon collides with an object		
Events	1.User clicks 'login' button		1. The missile weapon is fired		
	2.User enters in email and password		The missile weapon collides with an object		
	3.User is logged in				
			The missile projectile has existed for 3 seconds		
Use Case	User logs in with bad credentials		The missile projectile		
Actor	User		The missile projectile is locked on to an object and has been fired		
Pre-Condition Post-Condition	User has an account and is on Account Page		The missile projectile explodes due to time constraints		
	User is not logged in and gets error message		The missile projectile is locked on to an object and has been fired		
Events	1.User clicks 'login' button		The missile projectile does not reach the destined object in time and explodes.		
	2.User enters in email and password				
	3.User gets error message		Torpedoes		
		Use Case	Torpedoes The torpedo weapon is fired		
		Actor	The torpedo weapon		
			Have the torpedo weapon be installed beforehand		
			The torpedo is fired from the enemy ship		
			Players aims at a specified location		
			Player presses/clicks the button to fire the torpedo weapon		
			The torpedo is fired towards the specified location		
			Th. 1		
			The torpedo projectile collides with an object		
		Actor	Torpedo projectile		
			The torpedo weapon is fired		
			The torpedo projectiles explodes upon collision		
			The torpedo weapon is fired		
			The torpedo weapon projectile explodes upon collision		
			The torpedo projectile reaches its maximum range		
			Torpedo Disruptor projectile		
			The torpedo has been fired and has not collided with any other object		
			The torpedo reaches it maximum range and explodes		
			The torpedo has been fired.		
			The torpedo has traveled some distance for some time		
			The torpedo completely dissipitates.		