	MODULES		WEAPONS		CNPC		SNPC		MEDBAY
	SHIELD								
Use Case	Shield is On	Use Case	Generate weapons	Use Case	CNPC(s) moves	Use Case	SNPC moves	Use Case	Respawn Player
	shield	Actor	ship	Actor	CNPC	Actor	SNPC, Ship	Actor	medbay
Pre-Condition	The ship have been generated	Pre-Condition	ship spawn		Player(s) board SNPC		SNPC in Ship view	Pre-Condition	respawn time is zero
	Must be in ship-view		game starts	Post-Condition	CNPC(s) move	Post-Condition	SNPC moves	Post-Condition	player is in ship
Post-Condition	Shield applied to ship	Post-Condition	weapons appear on ship	Events	1. Players board SNPCs	Events	1. SNPC(s) appear on Player Screen	Events	1. display player in ship
ents	Player obtain shield module	Events	1. game starts		2. CNPCs get off seats		2. SNPC moves		
	2. Player install shield module		2. ship spawn		3. CNPCs move				
	3. Shield applied to ship		3. weapons generated					Use Case	Respawn timer decreases
						Use Case	SNPC fires weapon	Actor	medbay, player
				Use Case	CNPCs fire weapon	Actor	SNPC	Pre-Condition	player dies
Use Case	Lower Shield's health	Use Case	remove weapon on Enemy ship	Actor	CNPCs		player ship is in range		ship is alive
Actor	shield	Actor	player,weapon		Player(s) board SNPC		CNPC is in the pilot seat	Post-Condition	respawn timer decreases
	shield is still on		player boarded ship	ric-condition	CNPCs move	Post Condition	SNPC fires weapon	Events	player respawn timer counts dov
	lowered shield's health	Fie-Condition	engine health is zero	Deet Candition	CNPCs fire weapon	Events	' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '	Events	1. player respawir timer counts dov
				Events		Events	SNPC detects player ship		
Events	1. shield gets hit by object		all CNPC's eliminated		Players board SNPCs		2. SNPC target the ship		
	reduction of shield health		weapon is removed from ship		CNPCs get off seats		SNPC fires weapon		
		Events	player eliminates CNPCs		3. CNPCs move				
			player walks over to weapon module		4. CNPCs fire weapon at Players(s)				
Use Case	Shield is Off		3. player picks up weapon module			Use Case	SNPC health lowers		
Actor	Shield					Actor	SNPC, player		
Pre-Condition	the shield got hit from projectile/junk/ship			Use Case	CNPCs health lowers	Pre-Condition	SNPC health is greater than zero		
	Shield is still on	Use Case	remove weapon on owner ship	Actor	CNPCs, Player		SNPC's shield is removed		
Post-Condition	the shield is off	Actor	player, weapon	Pre-Condition	player hits CNPCs	Post-Condition	SNPC health lowers		
Events	1. shield gets hit	Pre-Condition	player must be at weapon seat		CNPCs heatlh is greater than zero	Events	1. player ship hits SNPC		
	2. shield's health reaches 0		one weapon must be attached to slot		players boarded SNPCs		2. lower SNPC's health		
	3. shield turns off	Post Condition	weapon is remove from selected slot	Post Condition	CNPCs health lowers		2. Ionor orn o o nodiai		
	J. Shield turns on	Events	player selects the weapon slot	Events	Player hits CNPC				
		Events			2. Lower CNPC's health		Player controls SNPC		
			2. player holds the weapon		2. Lower CNPC's nealth	Use Case	•		
	Regenerates shield's health		the weapon slot becomes empty slot			Actor	Player , SNPC		
	shield					Pre-Condition	Player boarded SNPC		
Pre-Condition	shield is still on			Use Case	CNPCs eliminated		All CNPC eliminated		
	shield is lower than original amount	Use Case	install weapon	Actor	CNPCs		Player moves to SNPC's pilot seat		
	ship cannot take damage	Actor	player, weapon	Pre-Condition	CNPC's health equals zero	Post-Condition	Player controls SNPC		
Post-Condition	shield's health increases	Pre-Condition	player is holding a ship's weapon	Post-Condition	CNPC's removed	Events	Player moves to pilot seat		
Events Use Case	1. shield's health incease over time until the repair is off	Post-Condition	weapon is attached to ship	Events	1. CNPC's health equals zero		2. SNPC becomes player ship		
		Events	player picks a slot to install weapon		2. CNPC's removed				
			1b. if there is no empty slot, switch the weapon						
	Player repair shield		weapon places on the selected slot			Use Case	SNPC eliminated		
	shield, player		2. Weapon places on the colocide dist	Use Case	CNPC hit detection	Actor	SNPC		
	shield is off			Actor	CNPC, player	Pre-Condition	SNPC health equals zero		
Fre-Condition	ship does not tak e damage	Use Case	Player aims with weapon		Player hits CNPC	Fre-Condition	All CNPCs aboard eliminated		
	Shield health increases over time	Actor	player, weapon		CNPC target switch		All Player(s) are off SNPC		
	1. shield is off	Pre-Condition	player must be at weapon seat	Events	Player hits CNPC		SNPC engines off		
	player moves to shield module		weapon must be attached to slot		CNPC targets that player		SNPC eliminated		
	shield health regenerates		player controls weapon functionality			Events	All CNPC(s) aboard are eliminated		
		Events	1. player controls weapon (aims)				2. SNPC Engines turned off		
				Use Case	CNPC avoids hit		Extensions:		
	ENGINE			Actor	CNPC		5.1 Player(s) get off SNPC		
Use Case	Engine off	Use Case	Player can fire weapon	Pre-Condition	Player targets CNPC		5.2 SNPC's Health equals zero		
Actor	engine	Actor	player, weapon		player fires weapon		Ship eliminated		
	ship's engine was on		player is seating at weapon seat	Post-Condition	CNPC side-step shot				
	ship's engine was on		weapon must be attached to slot	Events	Player fires projectile at CNPC				
Doot Condition	ship's speed reduces	Boot Condition			CNPC avoids the projectile	Use Case	SNPC aggro		
Events			player fires weapon		z. GINFG avoids the projectile				
	1. player lets go of Up button	Events	player fires weapon			Actor	SNPC, Ship		
	2. engine turns off					Pre-Condition	Ship views SNPC		
	3. ship speed decreases						Ship is in range of SNPC		
							SNPC aggros onto Ship		
						Events	SNPC appears on ship view		
Use Case	Engine On						2. Ship in range of SNPC firing range		
USE Case							3. SNPC fires at Ship		

engine installed speed increases er presses down on Up button ine turns on speed increases e health lowered , ship, weapon e health is greater than zero				Actor Pre-Condition	SNPC avoids hit SNPC, Ship, projectile ship targets SNPC ship fires weapon		
er presses down on Up button ine turns on speed increases e health lowered , ship, weapon				Actor Pre-Condition	SNPC, Ship, projectile ship targets SNPC		
ine turns on speed increases  health lowered , ship, weapon				Pre-Condition	ship targets SNPC		
speed increases e health lowered , ship, weapon							
e health lowered , ship, weapon					ship fires weapon		
, ship, weapon				Post-Condition			
, ship, weapon					SNPC moves away from projectile path		
, ship, weapon				Events	1. Ship fires projectile at SNPC		
					2. SNPC avoids the projectitle		
e health is greater than zero							
e is still on				Use Case	SNPC hit detection		
e's health is lowered + ship functionality decrease				Actor	SNPC, Ship		
lule gets hit				Pre-Condition	ship hits SNPC		
lule's health is decreased				Post-Condition	SNPC targets ship		
				Events	SNPC gets hit from player ship		
					2. SNPC targets player ship		
e health repair							
, ship, weapon							
e health is lower than original				Use Case	SNPC stop aggro		
not taking damage				Actor	SNPC, Ship		
e is not taking damage				Pre-Condition	SNPC is aggroing ship		
se module health + ship functionality increase					Ship is in range of SNPC		
er moves to module				Post-Condition	SNPC stops aggroing onto targed ship		
er repair module's health				Events	1. player ship is leaving the range of SNPC		
lule health increases					2. player ship is out of the range of SNPC		
					3. SNPC stop aggroing onto the ship		
e h e, si e h no e is se i	e's health is decreased  eleath repair  hip, weapon  ealth is lower than original  of taking damage  s not taking damage  module health + ship functionality increase  moves to module  repair module's health	e's health is decreased  eleath repair  hip, weapon  leath is lower than original  bt taking damage  s not taking damage  module health + ship functionality increase  moves to module  repair module's health	e's health is decreased  lealth repair  hip, weapon lealth is lower than original  bt taking damage s not taking damage module health + ship functionality increase moves to module repair module's health	e's health is decreased  lealth repair  hip, weapon lealth is lower than original  bt taking damage s not taking damage module health + ship functionality increase moves to module repair module's health	e's health is decreased  Post-Condition Events  Lealth repair  Inhip, weapon  Lealth is lower than original  Use Case  Staking damage  Staking damage  The condition  Actor  Pre-Condition  Module health + ship functionality increase  Module health + ship functionality increase  The condition  Post-Condition  Post-Condition  Featir module's health  Lealth increases	Post-Condition SNPC targets ship Events 1. SNPC gets hit from player ship 2. SNPC targets player ship 2. SNPC targets player ship 4. SNPC targets player ship 4. SNPC targets player ship 5. SNPC targets player ship 6. SNPC targets player ship 7. SNPC targets player ship 8. SNPC targ	Post-Condition SNPC targets ship  Events 1. SNPC gets hit from player ship 2. SNPC targets player ship 2. SNPC targets player ship 3. SNPC targets player ship 4. SNPC targets player ship 4. SNPC targets player ship 5. SNPC targets player ship 6. SNPC targets player ship 6. SNPC targets player ship 7. SNPC targets player ship 8. SNPC tar