

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
Actor	shield	Actor	ship	Actor	CNPC	Actor	SNPC, Ship	Actor	medbay
Pre-Condition	The ship have been generated	Pre-Condition	ship spawn	Pre-Condition	Player(s) board SNPC	Pre-Condition	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
Events	1. 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	Actor	medbay, player
Use Case	Lower Shield's health	Use Case	remove weapon on Enemy ship	Use Case	CNPCs fire weapon	Actor	SNPC	Pre-Condition	player dies
Actor	shield	Actor	player, weapon	Pre-Condition	CNPCs	Pre-Condition	player ship is in range		ship is alive
Pre-Condition	shield is still on	Pre-Condition	player boarded ship	Pre-Condition	Player(s) board SNPC		CNPC is in the pilot seat	Post-Condition	respawn timer decreases
Post-Condition	lowered shield's health		engine health is zero		CNPCs move	Post-Condition	SNPC fires weapon	Events	1. player respawn timer counts down
Events	1. shield gets hit by object		all CNPC's eliminated	Post-Condition	CNPCs fire weapon	Events	1. SNPC detects player ship		
	2. reduction of shield health	Post-Condition	weapon is removed from ship	Events	1. Players board SNPCs		2. SNPC target the ship		
		Events	1. player eliminates CNPCs		2. CNPCs get off seats		3. SNPC fires weapon		
			2. player walks over to weapon module		3. CNPCs move				
			3. player picks up weapon module		4. CNPCs fire weapon at Player(s)				
Use Case	Shield is Off					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 health 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				
		Events	1. player selects the weapon slot	Events	1. Player hits CNPC				
			2. player holds the weapon		2. Lower CNPC's health				
			3. the weapon slot becomes empty slot			Use Case	Player controls SNPC		
Use Case	Regenerates shield's health					Actor	Player , SNPC		
Actor	shield			Use Case	CNPCs eliminated	Pre-Condition	Player boarded SNPC		
Pre-Condition	shield is still on	Use Case	install weapon	Actor	CNPCs		All CNPC eliminated		
	shield is lower than original amount	Actor	player, weapon	Pre-Condition	CNPC's health equals zero	Post-Condition	Player moves to SNPC's pilot seat		
	ship cannot take damage	Pre-Condition	player is holding a ship's weapon	Post-Condition	CNPC's removed	Events	1. Player moves to pilot seat		
Post-Condition	shield's health increases		weapon is attached to ship	Events	1. CNPC's health equals zero		2. SNPC becomes player ship		
Events	1. shield's health increase over time until the repair is off	Events	1. player picks a slot to install weapon		2. CNPC's removed				
			1b. if there is no empty slot, switch the weapon						
			2. weapon places on the selected slot			Use Case	SNPC eliminated		
Use Case	Player repair shield			Use Case	CNPC hit detection	Actor	SNPC		
Actor	shield, player			Actor	CNPC, player	Pre-Condition	SNPC health equals zero		
Pre-Condition	shield is off	Use Case	Player aims with weapon	Pre-Condition	Player hits CNPC		All CNPCs aboard eliminated		
	ship does not take damage	Actor	player, weapon	Post-Condition	CNPC target switch		All Player(s) are off SNPC		
Post-Condition	Shield health increases over time	Pre-Condition	player must be at weapon seat	Events	1. Player hits CNPC		SNPC engines off		
Events	1. shield is off		weapon must be attached to slot		2. CNPC targets that player	Post-Condition	SNPC eliminated		
	2. player moves to shield module	Post-Condition	player controls weapon functionality			Events	1. All CNPC(s) aboard are eliminated		
	3. shield health regenerates	Events	1. player controls weapon (aims)				2. SNPC Engines turned off		
							Extensions:		
ENGINE				Use Case	CNPC avoids hit		5.1 Player(s) get off SNPC		
Use Case	Engine off	Use Case	Player can fire weapon	Actor	CNPC		5.2 SNPC's Health equals zero		
Actor	engine	Actor	player, weapon	Pre-Condition	Player targets CNPC		3. Ship eliminated		
Pre-Condition	ship's engine was on	Pre-Condition	player is seating at weapon seat		player fires weapon				
	ship's engine installed		weapon must be attached to slot	Post-Condition	CNPC side-step shot				
Post-Condition	ship's speed reduces	Post-Condition	player fires weapon	Events	1. Player fires projectile at CNPC				
Events	1. player lets go of Up button	Events	1. player fires weapon		2. CNPC avoids the projectile	Use Case	SNPC aggro		
	2. engine turns off					Actor	SNPC, Ship		
	3. ship speed decreases					Pre-Condition	Ship views SNPC		
							Ship is in range of SNPC		
						Post-Condition	SNPC aggro's onto Ship		
Use Case	Engine On					Events	1. SNPC appears on ship view		
Actor	engine						2. Ship in range of SNPC firing range		
							3. SNPC fires at Ship		

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