

	Ship	CPlayer	SPlayer	Junk
Use Case	Ship Collides with Object	Player is Moving	Player Boards Enemy Ship	Junk is Generating
Actor	Ship	Player	Player	Game Controller
Pre-condition	Ship and Object are moving towards each other	Player is spawned in Player is moveable state	The Ship is in boarding range, Boarding conditions are met and Player is in Pilot's Seat	Game Controller is Functioning Correctly
Post Condition	An interaction occurs	Player position is altered	Ship begins boarding mechanism and auto docks onto Enemy Ship	Junk is spawned in
Events	1. Ship and Object hit 2. Interaction case happens	1. User presses the movement hot keys	1. Player activates boarding mechanism from Pilot's seat	1. Game Controller spawns the Junk
Use Case	Ship is Generating	Player is Shooting	Player Detaches Weapon	Junk Collides with Object
Actor	Game Controller	Player	Player	Junk and Object
Pre-condition	Game Controller is Functioning Correctly	Player is able to fire	Player is within the detachment range	Object and Junk are moving towards each other
Post-condition	Ship is spawned in	Projectile is spawned in	1. Weapon is detached from the Ship 2. Player is holding the Weapon	An interaction occurs
Events	1. Game Controller spawns the Ship	1. User presses the fire hot key	1. Player presses the detach weapon button	1. Junk and Object hit 2. Interaction case happens
Use Case			Player Attaches Weapon	
Actor			Player	
Pre-condition			Player is within attachment range	
Post-condition			1. Weapon is attached to the ship 2. Player is no longer holding the Weapon	
Events			1. Player presses the attack weapon button	
Use Case			Player Takes a Seat	
Actor			Player	
Pre-condition			1. The Player is within the range of the seat 2. Seat is currently unoccupied	
Post-condition			The Player has taken the seat	
Events			1. Player presses the button to sit	

	Ship	CPlayer	SPlayer	Junk
Use Case			Player Leaves a Seat	
Actor			Player	
Pre-condition			1. The Player is on a seat	
Post-condition			The Player has left the seat	
Events			1. Player presses the button to leave	
Use Case			The Ship Activates the Engines	
Actor			Player	
Pre-condition			Acting Player is in the Pilot's seat	
Post-condition			The Ship Moves Forward	
Events			1. The Player uses Ship control input for activating the Engines	
Use Case			The Ship Activates Thrusters	
Actor			Player	
Pre-condition			Acting Player is in the Pilot's seat	
Post-condition			The Ship Moves to the side or backwards	
Events			1. The Player uses Ship control input for activating the thrusters	
Use Case			The Ship Fires	
Actor			Player	
Pre-condition			Player is in the gunner's seat	
Post-condition			Projectile is Fired	
Events			1. The player presses the button to fire	
Use Case			Player Scans the Area	
Actor			Player	

	Ship	CPlayer	SPlayer	Junk
Pre-condition			The Player must be in the Technicians Seat	
Post-condition			The Player has increased visibility	
Events			1. Player uses input key to move the Player's perspective	
Use Case			Player Performs a Global Ping	
Actor			Player	
Pre-condition			Player must be in the Technicians Seat	
Post-condition			The Player creates a ping on a location or item	
Events			1. Player uses the input key to create a ping	
Use Case			Player scans a Modules	
Actor			Player	
Pre-condition			1. Player must be in the Technicians Seat	
			2. The Scanner location is on a module	
Post-condition			The Player is able to see the health of the module	
Events			1. Player clicks on a module	
Use Case			Player Repairs a Module	
Actor			Player	
Pre-condition			1. The Player is within range of the module	
			2. The module is damaged	
Post-condition			The module is repaired	
Events			1. Player presses a button to repair	