	Ship	CPlayer	SPlayer	Junk	Ping
Use Case	Ship Collides with Object	Player is Moving	Player Boards Enemy Ship	Junk is Generating	Ping is Despawned
Actor	Ship	Player	Player	Game Controller	Ping
Pre-condition	Ship and Object are moving towards each other	Player is spawned in	The Ship is in boarding range, Boarding conditions are met and Player is in Pilot's Seat	Game Controller is Functioning Correctly	Ping currently exists
		Player is moveable state			
Post Condition	An interaction occurs	Player position is altered	Ship begins boarding mechanism and auto docks onto Enemy Ship	Junk is spawned in	Ping is Destroyed
Events	1. Ship and Object hit	1. User presses the movement hot keys	1. Player activates boarding mechanism from Pilot's seat	1. Game Controller spawns the Junk	1. Ping exists for a certain amount of time
	2. Interaction case happens				
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	An interaction occurs	
			2. Player is holding the Weapon		
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	Ship Regenerates Shield	Player is taking damage	Player Attaches Weapon		
Actor	Ship	Player	Player		
Pre-condition	The Shields have been damaged	The Player has health greater than 0	Player is within attachment range		
Post-condition	The Shield Are slowely repaired	The Player has taken damage	1. Weapon is attached to the ship		
			2. Player is no longer holding the Weapon		
Events	1. Ship Shield is damaged	1. Player is struck by a projectile	1. Player presses the attack weapon button		
Use Case	Ship is Destroyed	Player Dies	Player Takes a Seat		
Actor	Ship	Player	Player		
Pre-condition	Ship's hull value is above zero	The Player has health greater than 0	1. The Player is within the range of the seat		
			2. Seat is currently unoccupied		
Post-condition	Ship's hull value has become zero and the Ship is destroyed	The Player's health has reached zero and the Player instance has been destroyed	The Player has taken the seat		
Events	1. Ship Takes Damage	1. Player takes damage	1. Player presses the button to sit		

	Ship	CPlayer	SPlayer	Junk	Ping
Use Case		Player Respawns	Player Leaves a Seat		
Actor		Player	Player		
Pre-condition		1. Player is Dead	1. The Player is on a seat		
		2. Player's respawn timer has reached zero			
Post-condition		Player is Respawned	The Player has left the seat		
Events		1. Ship respawns Player	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		
Pre-condition			The Player must be in the Technicians Seat		
Post-condition			The Player has increased visibility		

	Ship	CPlayer	SPlayer	Junk	Ping
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		