

	Website		Projectiles		Network		Lobby
	Home		Cannon				Text Chat
Use Case	Click 'Home' tab	Use Case	A projectile is fired from a cannon	Use Case	Server receives connect request	Use Case	User sends a message
Actor	User	Actor	A cannon weapon	Actor	Client/Host	Actor	Client/Host
Pre-Condition	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 2. User is brought to Home page	Events	1. Projectile spawns 2. Projectile begins traveling at a certain vector (speed,direction)	Events	1. Client sends a connect request to server 2. Server recieves request 3. Server opens a connection with client/host	Events	1. User types in a message 2. User hits 'send' button or 'enter' 3. The whole lobby can now view the message
	Leaderboard						Ready button
Use Case	Click 'Leaderboard' tab	Use Case	The cannon projectile reaches it's max range	Use Case	Server receives a receives a getGames request	Use Case	User clicks ready button
Actor	User	Actor	Projectile	Actor	Client	Actor	Client/Host
Pre-Condition	User is in the website's domain	Pre-Condition	The projectile reaches its max range	Pre-Condition	Server receive sends a getGames request to the server	Pre-Condition	User is in lobby
Post-Condition	User is in Leaderboard Page	Post-Condition	Projectile is despawned	Post-Condition	Client gets a list of active hosts	Post-Condition	User now indicates to the lobby that they are ready to play
Events	1. User Clicks on 'Leaderboard' tab 2. User is brought to Leaderboard page	Events	1. Projectile reaches its max range 2. Projectile is despawns itself	Events	1. Client sends a getGames request to the server 2. Server recieves request 3. Server sends client a list of all active host	Events	1. User hits ready button 2. A light turns on next to the user's name, indicating readiness
							Start button
Use Case	View scores from leaderboards	Use Case	The projectile collides with something			Use Case	Host hits start button
Actor	User	Actor	The Object that was hit by the object			Actor	Host
Pre-Condition	User is in the Leaderboard page	Pre-Condition	The object was hit by the projectile	Use Case	Host receives connection request	Pre-Condition	Host hits start button
Post-Condition	User views scores	Post-Condition	The object takes damage	Actor	client	Post-Condition	Lobby begins the game
Events	1. User fills out the (playerName/gameDate/gameMode) fields 2. User clicks the 'Search' button 3. User is viewing scores	Events	1. Object gets hit by projectile 2. The object takes damage from that collision, lowering its 'health'	Pre-Condition	server has received a connect request Client is now connect to the host's game	Events	1. Host hits start button 2. Game is now active (loading screen)
				Post-Condition	1. Client sends connection request to host 2. Host accepts client's request and opens a connection 3. Client is now part of the host's game		Choose team (Team Deathmatch only)
Extensions	3a. The scores specified by the User's query is not found 3.a.1 User gets an 'Scores not found' message 3b. The scores specified by the User's query is found 3b. User sees the requested scores		Shotgun	Use Case		Use Case	User chooses team they want to be on
		Pre-Condition	Projectiles are fired from a shotgun weapon	Actor	Host Makes a game lobby	Pre-Condition	User is in lobby
		Post-Condition	A shotgun weapon	Actor	Host	Post-Condition	User is part of their specified team
		Events	The weapon fires	Pre-Condition	Host makes a lobby	Events	1. User clicks on the team they want to join(this can be a button or banner) 2. User is now part of their desired team
Use Case	Click 'Download' tab	Post-Condition	A projectile is spawned and travels in a certain direction at a certain velocity	Post-Condition	Host		
Actor	User	Events	1. Projectile spawns 2. Projectile begins traveling at a certain vector (speed,direction)	Events	Server is aware of host's lobby 1. Host creates a lobby locally 2. Host sends a create connection request to the Server 3. Server recognizes Host as a 'Host' and saves the reference to the Host's lobby		
Pre-Condition	User is in the website's domain						
Post-Condition	User is in Download Page	Use Case	The shotgun projectile reaches it's max range				
Events	1. User Clicks on 'Download' tab 2. User is brought to Download page	Actor	Projectile				
		Pre-Condition	The projectile reaches its max range				
		Post-Condition	Projectile is despawned				
Use Case	User downloads .exe for Seize Command installer	Events	1. Projectile reaches its max range 2. Projectile is despawns itself	Use Case	Host sends gamedata to Client		
Actor	User			Actor	Host		
Pre-Condition	User is in Download page			Pre-Condition	Host's game is now active (past lobby stage)		
Post-Condition	User is downloading the .exe			Post-Condition	Client recieves gamedata		
Events	1. User clicks on the download link 2. Download begins	Use Case	The projectile collides with something	Events	1. Host sends gamedata to client 2. Client receives gamedata		
		Actor	The Object that was hit by the object				
		Pre-Condition	The object was hit by the projectile				
		Post-Condition	The object takes damage				
		Events	1. Object gets hit by projectile 2. The object takes damage from that collision, lowering its 'health'				
			Beam				
Use Case	Click 'Manual' tab/view manual	Use Case	A projectile is fired from a Beam weapon	Pre-Condition	Client sends a connection request		
Actor	User	Actor	A Beam weapon	Actor	Client		
Pre-Condition	User is in the website's domain	Pre-Condition	The weapon fires	Post-Condition	Client is connected to the server		
Post-Condition	User is in Manual Page	Post-Condition	Beam Despawns	Events	Client connection request is sent		
Events	1. User Clicks on 'Manual' tab 2. User is brought to Manual page, can view manual	Events	1. Beam spawns with a certain length and drection 2. Beam persists for a certain amount of time 3. Beam despawns	Use Case	Client sends user input to the server		
				Actor	Client		
		Use Case	The Beam collides with something	Pre-Condition	Client is connected to the server		
Use Case	User downloads .pdf version of the manual	Actor	The Object that was hit by the object	Events	Client user input data is sent		
Actor	User	Pre-Condition	The object was hit by the Beam				
Pre-Condition	User is in Manual page	Post-Condition	The object takes damage	Use Case	Client receives game data from host		
Post-Condition	User is downloading the .pdf	Events	1. Object gets hit by Beam 2. The object takes damage from that collision, lowering its 'health'	Actor	Client		
Events	1. User clicks on the download link 2. Download begins			Pre-Condition	Client's connection request is accepted by the host		
			Disruptor	Post-Condition	Client receives game data from host		
	Development	Use Case	The disruptor is fired	Events	1. Host accepts client's connection request 2. Host sends game data back to client 3. Client receives game data from host		
		Actor	Player				
		Pre-Condition	Have the disruptor be installed beforehand				
Use Case	Click 'Development' tab/view development history	Post-Condition	The disruptor is fired from the enemy ship	Use Case	Client sends game data to host		
Actor	User	Events	1. Players aims at a specified location 2. Player presses/clicks the button to fire the disruptors 3. The disruptor is fired towards the specified location	Actor	Client		
Pre-Condition	User is in the website's domain			Pre-Condition	Client's connection request is accepted by the host		
Post-Condition	User is in Development Page			Post-Condition	Client sends game data from host		
Events	1. User Clicks on 'Development' tab 2. User is brought to Development page, can view dev history.	Use Case	Enemy ship/NPC is temporarily frozen from disruptor	Events	1. Host accepts client's connection request 2. Client sends game data back to host		
		Actor	Enemy ship/NPC				
Use Case	User clicks on the 'gallery' page from the menu	Pre-Condition	The disruptor is fired				
Actor	User	Post-Condition	The enemy ship/NPC is rendered temporarily immobile				
Pre-Condition	Be in any of the web pages of the Seize Command website	Events	1. The disruptor is fired 2. An enemy ship/NPC is hit 3. The enemy ship/NPC is temporarily frozen				
Post-Condition	User can view information on a specific ship.						
Events	1. User clicks						
Use Case	User browses the ship catalog, and wishes to view a specific ship	Use Case	The disruptor projectile reaches its maximum range				
Actor	User	Actor	Disruptor projectile				
Pre-Condition	Be in the 'Gallery' Page	Pre-Condition	The disruptor has been fired and has not collided with any other object				
Post-Condition	User clicks on options from drop down boxes which determine which specific ship they want to view	Post-Condition	The disruptor completely dissipates.				

