	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	Events	Projectile spawns	Events	 Client sends a connect request to server 	Events	User types in a message
	User is brought to Home page		2. Projectile begins traveling at a certain vector (speed, direction)		Server recieves request		2.User hits 'send' button or 'enter'
	Leaderboard				Server opens a connection with client/host		The whole lobby can now view the message
Use Case	Click 'Leaderboard' tab						Ready button
Actor	User	Use Case	The cannon projectile reaches it's max range			Use Case	User clicks ready button
Pre-Condition	User is in the website's domain	Actor	Projectile	Use Case	Server receives a receives a getGames request	Actor	Client/Host
Post-Condition	User is in Leaderboard Page	Pre-Condition	The projectile reaches its max range	Actor	Client	Pre-Condition	User is in lobby
Events	User Clicks on 'Leaderboard' tab	Post-Condition	Projectile is despawned	Pre-Condition	Server receive sends a getGames request to the server	Post-Condition	User now indicates to the lobby that they are ready to play
LVeillo	User is brought to Leaderboard page	Fvents	Projectile is despawred Projectile reaches its max range	Post-Condition	Client gets a list of active hosts	Events	User hits ready button
	2. Oser is brought to Leaderboard page	Events		i out condition		Events	
			Projectile is despawns itself	Events	 Client sends a getGames request to the server 		2. A light turns on next to the user's name, indicating readiness
					Server recieves request		Start button
Use Case	View scores from leaderboards				Server sends client a list of all active host	Use Case	Host hits start button
Actor	User	Use Case	The projectile collides with something			Actor	Host
Pre-Condition	User is in the Leaderboard page	Actor	The Object that was hit by the object		Host	Pre-Condition	Host hits start button
Post-Condition	User views scores	Pre-Condition	The object was hit by the projectile	Use Case	Host receives connection request	Post-Condition	Lobby begins the game
Events	User fills out the (playerName/gameDate/gameMode) fields	Post-Condition	The object takes damage	Actor	client	Events	Host hits start button
	User clicks the 'Search' button	Events	Object gets hit by projectile	Pre-Condition	server has received a connect request		Game is now active (loading screen)
	User is viewing scores		2.The object takes damage from that collision, lowering its 'health'	Post-Condition	Client is now connect to the host's game		Choose team (team deathmatch only)
Extensions	3a. The scores specified by the User's query is not found			Events	Client show connection request to host	Use Case	User chooses team they want to be on
Exteriornid	3a. 1 User gets an 'Scores not found' message		Chataira	- AGIITO	Client sends connection request to nost Host accents client's request and opens a connection	Actor	User chooses team they want to be on
			Snotgun				1 lose Gilett
	3b. The scores specified by the User's query is found	Use Case	Projectiles are fired from a shotgun weapon		3. Client is now part of the host's game	Pre-Condition	User is in lobby
	3b. User sees the requested scores	Actor	A shotgun weapon			Post-Condition	User is part of their specified team
	Download	Pre-Condition	The weapon fires			Events	1. User clicks on the team they want to join(this can be a button or banner)
Use Case	Click 'Download' tab	Post-Condition	A projectile is spawned and travels in a certain direction at a certain velocity	Use Case	Host Makes a game lobby		2.User is now part of their desired team
Actor	User	Events	Projectile spawns	Actor	Host		
Pre-Condition	User is in the website's domain		Projectile begins traveling at a certain vector (speed.direction)	Pre-Condition	Host makes a lobby		
Post-Condition	User is in Download Page			Post-Condition	Server is aware of host's lobby		
Events	User Clicks on 'Download' tab			Events	1.Host creates a lobby locally		
- vents	User Clicks on 'Download' tab User is brought to Download page	Use Case	70	Events	1.Host creates a lobby locally 2.Host sends a create connection request to the Server		
	User is brought to Download page		The shotgun projectile reaches it's max range				
		Actor	Projectile		3. Server recognizes Host as a 'Host' and saves the reference to the Host's lobby		
		Pre-Condition	The projectile reaches its max range				
Use Case	User downloads .exe for Seize Command installer	Post-Condition	Projectile is despawned				
Actor	User	Events	Projectile reaches its max range	Use Case	Host sends gamedata to Client		
Pre-Condition	User is in Download page		Projectile is despawns itself	Actor	Host		
Post-Condition	User is downloading the .exe			Pre-Condition	Host's game is now active (past lobby stage)		
Events	User clicks on the download link			Post-Condition	Client recieves gamedata		
Lvonto	2. Download begins	Use Case	The projectile collides with something	Events	Host sends gamedata to client		
	2. Download begins	Actor	The Object that was hit by the object	Events	Client receives gamedata		
	Manuai				Client receives gamedata		
		Pre-Condition	The object was hit by the projectile				
			The object takes damage		Client		
		Post-Condition					
		Post-Condition Events	Object gets hit by projectile	Use Case	Client sends a connection request		
				Use Case Actor			
			Object gets hit by projectile		Client sends a connection request		
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		Events Use Case	Object gets hit by projectile The object takes damage from that collision, lowering its "health' Beam A projectile is fired from a Beam weapon	Actor Pre-Condition Post-Condition	Client sends a connection request Client Client Client is connected to the server Client connection request is sent		
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	Website		Projectiles	Network	Lobby
Events	User Clicks on 'Development' tab	Events	The disruptor has been fired.		
	User is brought to Development page, can view dev history.		2. The disruptor has traveled some distance for some time		
			3. The disruptor completely dissipitates.		
			Missiles		
		Use Case	The missile weapon locks on to an object chosen by the player		
		Actor	The missile weapon		
			The missile weapon is present on a user ship and contains sufficient ammo.		
		Post-Condition	The missile weapon locks on to an object chosen by the player		
		Events	1. With the missile weapon loaded, player specifies which object to lock on to		
			2. The missile weapon locks on to the specified object.		
		Use Case	The missile weapon is fired		
		Actor	The missile weapon		
			Player locks on to fire to a destined object		
			The missile weapon is fired		
		Events	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		
		Use Case	The missile projectile collides with an object		
		Actor	The missile projectile		
			The missile weapon is fired		
			The missile weapon collides with an object		
		Events	The missile weapon is fired		
			The missile weapon collides with an object		
		Use Case	The missile projectile reaches its maximum range		
		Actor	The missile projectile		
		Pre-Condition	The missile projectile is locked on to an object and has been fired		
			The missile projectile explodes due to time constraints		
		Events	The missile projectile is locked on to an object and has been fired		
		Events			
			The missile projectile does not reach the destined object in time and explodes.		
			Torpedoes		
		Use Case	The torpedo weapon is fired		
		Actor	The torpedo weapon		
		Pre-Condition	Have the torpedo weapon be installed beforehand		
			The torpedo is fired from the enemy ship		
			Players aims at a specified location		
		LYCIILO			
			Player presses/clicks the button to fire the torpedo weapon		
			The torpedo is fired towards the specified location		
			The torpedo projectile collides with an object		
		Actor	Torpedo projectile		
		Pre-Condition	The torpedo weapon is fired		
		Post-Condition	The torpedo projectiles explodes upon collision		
			The torpedo weapon is fired		
			The torpedo weapon projectile explodes upon collision		
			2. The torpedo weapon projectile explodes upon collision		
			The torpedo projectile reaches its maximum range		
		Actor	Torpedo Disruptor projectile		
		Pre-Condition	The torpedo has been fired and has not collided with any other object		
			The torpedo reaches it maximum range and explodes		
			The torpedo has been fired.		
			The torpedo has been med. The torpedo has traveled some distance for some time		
			The torpedo completely dissipitates.		