2017

Use Case

ILLUMINATI DELUXE – GROUP D

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USE CASE #	Login	
Goal in Context	Access a specific user account.	
Preconditions	User has not access any account at this moment in time.	
Success End Condition	User successfully accessed a specific user account.	
Failed End Condition	System displays an error message.	
Primary Actors	User (Player)	
Trigger	Mouse Click on Button	
DESCRIPTION	*Step*	*Action*
	1	User type in username in text field.
	2	User type in password associated with username in text field.
	3	User mouse click on Play button.
EXTENSIONS	*Step*	*Branching Action*
	3a	Username and Password mismatch
	3a.1	System displays an error message.
	3a.2	Rejoin step 1.

USE CASE #	Create Account	
Goal in Context	Create an account associated with user's information.	
Preconditions	User's willingness to agree to Privacy policy and Terms of Use.	
Success End Condition	A new account is created.	
Failed End Condition	No account is created.	
Primary Actors	User	
Trigger	Mouse click on Create button	
DESCRIPTION	*Step*	*Action*
	1	User type in a desired username.
	2	User type in a desired password.
	3	User type in a desired password again.
	4	User mouse click on Create Button.
EXTENSIONS	*Step*	*Branching Action*
	4a	Username is already taken.
	4a.1	System displays a warning message.
	4a.2	Rejoin step 1.
	4b	Password mismatch
	4b.1	System displays an error message.
	4b.2	Rejoin step 2.

USE CASE #	Change Profile Image		
Preconditions	Images are available to choose.		
Success End Condition	New profile image is being displayed.		
Failed End Condition	Nothing changed.		
Primary Actors	User		
Trigger	Mouse click on one image.		
DESCRIPTION	*Step*	*Action*	
	1	User click on hamburger menu to begin modifying profile.	
	2	List of available images are being displayed for user to choose.	
	3	User click on one desired image as new profile image.	
	4	New profile image is being displayed.	
	5	User click on hamburger menu to exist modify profile.	
EXTENSIONS	*Step*	*Branching Action*	
	4a	Network issue	
	4a.1	Client is unable to communicate with database.	
	4a.2	New profile image is being displayed locally only.	
	4a.3	Rejoin step 5	

USE CASE #	Logout		
Goal in Context	Exist the current account.		
Preconditions	User is already signed into one account at this moment in time.		
Success End Condition	User is not signed in.		
Failed End Condition	User is still signed in.		
Primary Actors	User		
Trigger	Mouse click Logout button		
DESCRIPTION	*Step*	*Action*	
	1	User click on hamburger menu to profile section.	
	2	User click on Logout button.	
	3	System redirect User to sign in page.	

USE CASE #	Join a Channel	
Goal in Context	User desires to join a game.	
Preconditions	Game channel is available.	
Success End Condition	User joined a game channel.	
Failed End Condition	Displays error message.	
Primary Actors	User	
Trigger	Mouse click on one Channel button	
DESCRIPTION	*Step*	*Action*
	1	User click on one Channel button
	2	Separate Game screen displays to the front.
EXTENSIONS	*Step*	*Branching Action*
	1a	Game channel is busy
	1a.1	This channel is filled with other players.
	1a.2	Rejoin step 1

USE CASE #	**Use a special card, Whispering Campaign**	
Goal in Context	Gain advantage	
Preconditions	User's turn	
Success End Condition	Destroyed a targeted opponent's single group	
Failed End Condition	Discard the card without any effect	
Primary Actors	User, Selected target	
Trigger	Mouse Click on the card in the inventory	
DESCRIPTION	*Step*	*Action*
	1	User click on the displayed Whispering Campaign card in the inventory
	2	Select an opponent's card
	3	Roll attacking power against opponent resistance
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EXTENSIONS	*Step*	*Branching Action*
	3a	Successfully destroy the targeted card
	3b	No effect is taken after the action

USE CASE #	Use a special card: White Collar Crime		
Goal in Context	Gain advantage		
Preconditions	Can be used anytime during the game		
Success End Condition	Reorganize and distribute money freely		
Failed End Condition	None		
Primary Actors	User		
Trigger	Mouse Click on the card in the inventory		
DESCRIPTION	*Step*	*Action*	
	1	User click on the displayed White Collar Crime card in the inventory	
	2	Select a group card on the grid	
	3	Specify the amount to move from the selected group	
	4	Select another group that the user wishes to transfer money	
	5	Resume the sequence of the game	
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EXTENSIONS	*Step*	*Branching Action*	
	4a	If the user chose to continue transferring money, repeat step 2	

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USE CASE #	**Completes Goal: The Society of Assassins**		
Goal in Context	Controls six Violent Groups		
Preconditions	Occupying The Society of Assassins card, user chose to Attack to Control		
Success End Condition	Win the game		
Failed End Condition	Lose the game		
Primary Actors	User that is occupying the card		
Trigger	The user obtains six Violent Groups in the structure		
DESCRIPTION	*Step*	*Action*	
	1	Establish an Attack to Control action	
	2	The user's roll the die	
	3	Check the goal requirement	
	4	Win the game	
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	12		
EXTENSIONS	*Step*	*Branching Action*	
	1a	Other player decided to interfere	
	1a1	Add resistance on the targeted card, repeat step 1	
	2a	Rolled under the total resistance of the targeted card	
	2a1	The card has been added to this user, increment number of that group card by 1	
	3a	If the goal in context has not been met, repeat step 1 with precondition	

USE CASE #	Completes Goal: The Network		
Goal in Context	Control Groups with a total Transferable Power of 25 (including their own 7)		
Preconditions	Occupying The Network card, user chose to Attack to Control		
Success End Condition	Win the game		
Failed End Condition	Lose the game		
Primary Actors	User that is occupying the card		
Trigger	The user obtains any group with the sum of transferable power of 25 including their own power, 7		
DESCRIPTION	*Step*	*Action*	
	1	Establish an Attack to Control action	
	2	The user's roll the die	
	3	Check the goal requirement	
	4	Win the game	
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	10		
	11		
	12		
EXTENSIONS	*Step*	*Branching Action*	
	1a	Other player decided to interfere	
	1a1	Add resistance on the targeted card, repeat step 1	
	2a	Rolled under the total resistance of the targeted card	
	2a1	The card has been added to this user, increment total transferable power defined transferable number on the card	
	3a	If the goal in context has not been met, repeat step 1 with precondition	

USE CASE #	**Completes Goal: The Discordian Society**		
Goal in Context	Control five Weird Group		
Preconditions	Occupying The Discordian Society card, user chose to Attack to Control		
Success End Condition	Win the game		
Failed End Condition	Lose the game		
Primary Actors	User that is occupying the card		
Trigger	The user obtains five Weird Groups in the structure		
DESCRIPTION	*Step*	*Action*	
	1	Establish an Attack to Control action	
	2	The user's roll the die	
	3	Check the goal requirement	
	4	Win the game	
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	6		
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	10		
	11		
	12		
EXTENSIONS	*Step*	*Branching Action*	
	1a	Other player decided to interfere	
	1a1	Add resistance on the targeted card, repeat step 1	
	2a	Rolled under the total resistance of the targeted card	
	2a1	The card has been added to this user, increment number of that group card by 1	
	3a	If the goal in context has not been met, repeat step 1 with precondition	

USE CASE #	Completes Goal: UFOs	
Goal in Context	Achieve one goal from other illuminati card*	
Preconditions	Occupying The UFOs card, start of the user's turn	
Success End Condition	Win the game	
Failed End Condition	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The user completes one of the eight goal that is defined secretly at the beginning	
DESCRIPTION	*Step*	*Action*
	1	Imitate on of the use case of one illuminati card
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EXTENSIONS	*Step*	*Branching Action*

*The owner can choose the goal from Bavarian Illuminati, Bermuda Triangle, Discordian Society, Gnomes of Zurich, Network, Servants of Cthulhu, or Society of Assassins group to complete the condition. The owner write his or her goal in a piece of paper then keep it and reveal it once it goal is completed

USE CASE #	Completes Goal: The Servants of Cthulhu		
Goal in Context	Destroy eight groups		
Preconditions	Occupying The Servants of Cthulhu card, user chose to Attack to Destroy		
Success End Condition	Win the game		
Failed End Condition	Lose the game		
Primary Actors	User that is occupying the card		
Trigger	The user destroys total of eight groups		
DESCRIPTION	*Step*	*Action*	
	1	Establish an Attack to Destroy action	
	2	The user's roll the die	
	3	Check the goal requirement	
	4	Win the game	
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	*Step*	*Branching Action*	
	1a	Other player decided to interfere	
	1a1	Add resistance on the targeted card, repeat step 1	
	2a	Rolled under the total resistance of the targeted card	
	2a1	The card has been dispose from the game, increment number of card destroyed by 1	
	3a	If the goal in context has not been met, repeat step 1 with precondition	

USE CASE #	Completes Goal: The Gnomes of Zurich	
Goal in Context	Collects 150 megabucks	
Preconditions	Occupying The Gnomes of Zurich card, it is the user's turn	
Success End Condition	Win the game	
Failed End Condition	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The user successfully hold 150 megabucks in hand	
DESCRIPTION	*Step*	*Action*
	1	Collect Income
	2	Add it to the user's bank
	3	Establish the goal has been met
	4	
	5	
	6	
	7	
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	9	
	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	2a	The total of money in the bank is not 150 megabucks or above
	2a1	Repeat step 1 when precondition is met

USE CASE #	Completes Goal: Bavarian Illuminati		
Goal in Context	Control Groups with a total Power of 35 (including their own 10)		
Preconditions	Occupying The Bavarian Illuminati card, user chose to Attack to Control		
Success End Condition	Win the game		
Failed End Condition	Lose the game		
Primary Actors	User that is occupying the card		
Trigger	The user obtains any group with the sum of power of 35 including their own power, 10		
DESCRIPTION	*Step*	*Action*	
	1	Establish an Attack to Control action	
	2	The user's roll the die	
	3	Check the goal requirement	
	4	Win the game	
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	*Step*	*Branching Action*	
	1a	Other player decided to interfere	
	1a1	Add resistance on the targeted card, repeat step 1	
	2a	Rolled under the total resistance of the targeted card	
	2a1	The card has been added to this user, increment total power by defined power number on the card	
	3a	If the goal in context has not been met, repeat step 1 with precondition	

USE CASE #	**Completes Goal: Bermuda Triangle**	
Goal in Context	Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments	
Preconditions	Occupying The Bavarian Illuminati card, user chose to Attack to Control	
Success End Condition	Win the game	
Failed End Condition	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The user obtains at least one group of each alignment	
DESCRIPTION	*Step*	*Action*
	1	Establish an Attack to Control action
	2	The user's roll the die
	3	Check the goal requirement
	4	Win the game
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	Other player decided to interfere
	1a1	Add resistance on the targeted card, repeat step 1
	2a	Rolled under the total resistance of the targeted card
	2a1	The card has been added to this user, increment power of that card by defined power number on the card
	3a	If the goal in context has not been met, repeat step 1 with precondition

USE CASE #	Use special ability : The Society of Assassins		
Goal in Context	Gain advantage		
Preconditions	User chose to Attack to Neutralize		
Success End Condition	The attack has been added to the current power		
Failed End Condition	None		
Primary Actors	User of The Society of Assassins card, targeted card		
Trigger	User chose to use special ability of The Society of Assassins card		
DESCRIPTION	*Step*	*Action*	
	1	Choose the target card	
	2	Add 4 on attempt to neutralize any group	
	3	Attack	
	4		
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	*Step*	*Branching Action*	
	1a		

USE CASE #	Use special ability : The Network		
Goal in Context	Gain advantage		
Preconditions	Beginning of the user's turn		
Success End Condition	User finished drawing		
Failed End Condition	None		
Primary Actors	User that has The Network Illuminati card		
Trigger	User chose to use special ability of The Network card		
DESCRIPTION	*Step*	*Action*	
	1	Draw a card	
	2	Repeat step 1	
	3		
	4		
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	*Step*	*Branching Action*	
	1a	The card is Special card	
	1a1	User choose to keep it and face down or reveal	
	1b	The card is Uncontrolled group	
	1b2	User put the card in the middle	

USE CASE #	Use special ability : The Discordian Society		
Goal in Context	Gain advantage		
Preconditions	User chose to Attack to Control		
Success End Condition	The attack has been added to the current power		
Failed End Condition	None		
Primary Actors	User of this card, targeted card		
Trigger	User chose to use special ability of The Discordian Society card		
DESCRIPTION	*Step*	*Action*	
	1	Choose a target card	
	2	Add 4 on attempt to control Weird group	
	3	Attack	
	4		
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	*Step*	*Branching Action*	
	1a		

USE CASE #	Use special ability : The UFOs	
Goal in Context	Gain advantage	
Preconditions	User chose to Attack in any type	
Success End Condition	User completed the attack 2 times	
Failed End Condition	None	
Primary Actors	User of this card, targeted card(s)	
Trigger	User chose to use special ability of The UFOs card	
DESCRIPTION	*Step*	*Action*
	1	Choose a target card
	2	Attack the 1st time
	3	Attack the 2nd time
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	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #	Use special ability : The Servants of Cthulhu	
Goal in Context	Gain advantage	
Preconditions	User chose to Attack to Destroy	
Success End Condition	The attack has been added to the current power	
Failed End Condition	None	
Primary Actors	User of The Society of Assassins card, targeted card	
Trigger	User chose to use special ability of The Servants of Cthulhu card	
DESCRIPTION	*Step*	*Action*
	1	Choose the target card
	2	Add 2 on attempt to destroy any group
	3	Attack
	4	
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	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #	Use special ability : The Gnomes of Zurich		
Goal in Context	Organize the money distribution		
Preconditions	Reach the end of the turn		
Success End Condition	Distribute money as the user wanted		
Failed End Condition	None		
Primary Actors	User that has The Gnomes of Zurich card		
Trigger	The two actions have been taken, request has been announced		
DESCRIPTION	*Step*	*Action*	
	1	Establish the request of money distribution	
	2	Select desire money amount on one card	
	3	Select desire destination card to transfer	
	4	Move money as descript above	
	5	Complete action	
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	*Step*	*Branching Action*	
	5a	If the user wish to transfer more money	
	5a1	Repeat step 1	

USE CASE #	Use special ability : The Bavarian Illuminati	
Goal in Context	Prevent the interference	
Preconditions	The attacking has been made	
Success End Condition	There will be no interference resistance support from other players	
Failed End Condition	None	
Primary Actors	User that has The Bavarian Illuminati card, opponent(s) who wish to interfere	
Trigger	User that has The Bavarian Illuminati card decided to use the special ability after the opponent(s) desire to interfere	
DESCRIPTION	*Step*	*Action*
	1	The calculation of the attack has been made
	2	The opponent(s) established the interference
	3	The user spends 5 megabucks to use the special ability
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	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

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USE CASE #	Use special ability : The Bermuda Triangle	
Goal in Context	Organize the groups migrating	
Preconditions	Reach the end of the turn	
Success End Condition	Migrating groups as the user wanted	
Failed End Condition	None	
Primary Actors	User that has The Bermuda Triangle card	
Trigger	The two actions have been taken, request has been announced	
DESCRIPTION	*Step*	*Action*
	1	Establish the request of groups migrating
	2	Select desire card to move
	3	Select desire another card to connect
	4	Move the first selected card to selected arrow of another card
	5	Complete action
	6	
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	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	5a	If the user wish to move more cards
	5a1	Repeat step 1

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
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	2	
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	7	
	8	
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	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
	1	
	2	
	3	
	4	
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	6	
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	8	
	9	
	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
	1	
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	6	
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	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
	1	
	2	
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	6	
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	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
	1	
	2	
	3	
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	6	
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	9	
	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
	1	
	2	
	3	
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	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
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	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
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	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
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	6	
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	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
	1	
	2	
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	6	
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	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	

USE CASE #		
Goal in Context		
Preconditions		
Success End Condition		
Failed End Condition		
Primary Actors		
Trigger		
DESCRIPTION	*Step*	*Action*
	1	
	2	
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	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	*Step*	*Branching Action*
	1a	