

# Use Case

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

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

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

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

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

<b>USE CASE #</b>	<b>Use a special card, Whispering Campaign</b>	
<b>Goal in Context</b>	Gain advantage	
<b>Preconditions</b>	User's turn	
<b>Success End Condition</b>	Destroyed a targeted opponent's single group	
<b>Failed End Condition</b>	Discard the card without any effect	
<b>Primary Actors</b>	User, Selected target	
<b>Trigger</b>	Mouse Click on the card in the inventory	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User click on the displayed Whispering Campaign card in the inventory
	<b>2</b>	Select an opponent's card
	<b>3</b>	Roll attacking power against opponent resistance
	<b>4</b>	
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>3a</b>	Successfully destroy the targeted card
	<b>3b</b>	No effect is taken after the action



<b>USE CASE #</b>	<b>Use a special card: White Collar Crime</b>	
<b>Goal in Context</b>	Gain advantage	
<b>Preconditions</b>	Can be used anytime during the game	
<b>Success End Condition</b>	Reorganize and distribute money freely	
<b>Failed End Condition</b>	None	
<b>Primary Actors</b>	User	
<b>Trigger</b>	Mouse Click on the card in the inventory	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User click on the displayed White Collar Crime card in the inventory
	<b>2</b>	Select a group card on the grid
	<b>3</b>	Specify the amount to move from the selected group
	<b>4</b>	Select another group that the user wishes to transfer money
	<b>5</b>	Resume the sequence of the game
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>4a</b>	If the user chose to continue transferring money, repeat step 2

<b>USE CASE #</b>	<b>Completes Goal: The Society of Assassins</b>	
<b>Goal in Context</b>	Controls six Violent Groups	
<b>Preconditions</b>	Occupying The Society of Assassins card, user chose to Attack to Control	
<b>Success End Condition</b>	Win the game	
<b>Failed End Condition</b>	Lose the game	
<b>Primary Actors</b>	User that is occupying the card	
<b>Trigger</b>	The user obtains six Violent Groups in the structure	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Establish an Attack to Control action
	<b>2</b>	The user's roll the die
	<b>3</b>	Check the goal requirement
	<b>4</b>	Win the game
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	Other player decided to interfere
	<b>1a1</b>	Add resistance on the targeted card, repeat step 1
	<b>2a</b>	Rolled under the total resistance of the targeted card
	<b>2a1</b>	The card has been added to this user, increment number of that group card by 1
	<b>3a</b>	If the goal in context has not been met, repeat step 1 with precondition

<b>USE CASE #</b>	<b>Completes Goal: The Network</b>	
<b>Goal in Context</b>	Control Groups with a total Transferable Power of 25 (including their own 7)	
<b>Preconditions</b>	Occupying The Network card, user chose to Attack to Control	
<b>Success End Condition</b>	Win the game	
<b>Failed End Condition</b>	Lose the game	
<b>Primary Actors</b>	User that is occupying the card	
<b>Trigger</b>	The user obtains any group with the sum of transferable power of 25 including their own power, 7	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Establish an Attack to Control action
	<b>2</b>	The user's roll the die
	<b>3</b>	Check the goal requirement
	<b>4</b>	Win the game
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	Other player decided to interfere
	<b>1a1</b>	Add resistance on the targeted card, repeat step 1
	<b>2a</b>	Rolled under the total resistance of the targeted card
	<b>2a1</b>	The card has been added to this user, increment total transferable power defined transferable number on the card
	<b>3a</b>	If the goal in context has not been met, repeat step 1 with precondition

<b>USE CASE #</b>	<b>Completes Goal: The Discordian Society</b>	
<b>Goal in Context</b>	Control five Weird Group	
<b>Preconditions</b>	Occupying The Discordian Society card, user chose to Attack to Control	
<b>Success End Condition</b>	Win the game	
<b>Failed End Condition</b>	Lose the game	
<b>Primary Actors</b>	User that is occupying the card	
<b>Trigger</b>	The user obtains five Weird Groups in the structure	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Establish an Attack to Control action
	<b>2</b>	The user's roll the die
	<b>3</b>	Check the goal requirement
	<b>4</b>	Win the game
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	Other player decided to interfere
	<b>1a1</b>	Add resistance on the targeted card, repeat step 1
	<b>2a</b>	Rolled under the total resistance of the targeted card
	<b>2a1</b>	The card has been added to this user, increment number of that group card by 1
	<b>3a</b>	If the goal in context has not been met, repeat step 1 with precondition

<b>USE CASE #</b>	<b>Completes Goal: UFOs</b>	
<b>Goal in Context</b>	Achieve one goal from other illuminati card*	
<b>Preconditions</b>	Occupying The UFOs card, start of the user's turn	
<b>Success End Condition</b>	Win the game	
<b>Failed End Condition</b>	Lose the game	
<b>Primary Actors</b>	User that is occupying the card	
<b>Trigger</b>	The user completes one of the eight goal that is defined secretly at the beginning	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Imitate on of the use case of one illuminati card
	<b>2</b>	
	<b>3</b>	
	<b>4</b>	
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>

\*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

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

<b>USE CASE #</b>	<b>Completes Goal: The Gnomes of Zurich</b>	
<b>Goal in Context</b>	Collects 150 megabucks	
<b>Preconditions</b>	Occupying The Gnomes of Zurich card, it is the user's turn	
<b>Success End Condition</b>	Win the game	
<b>Failed End Condition</b>	Lose the game	
<b>Primary Actors</b>	User that is occupying the card	
<b>Trigger</b>	The user successfully hold 150 megabucks in hand	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Collect Income
	<b>2</b>	Add it to the user's bank
	<b>3</b>	Establish the goal has been met
	<b>4</b>	
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>2a</b>	The total of money in the bank is not 150 megabucks or above
	<b>2a1</b>	Repeat step 1 when precondition is met

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



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

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

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

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

<b>USE CASE #</b>	<b>Use special ability : The UFOs</b>	
<b>Goal in Context</b>	Gain advantage	
<b>Preconditions</b>	User chose to Attack in any type	
<b>Success End Condition</b>	User completed the attack 2 times	
<b>Failed End Condition</b>	None	
<b>Primary Actors</b>	User of this card, targeted card(s)	
<b>Trigger</b>	User chose to use special ability of The UFOs card	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Choose a target card
	<b>2</b>	Attack the 1 <sup>st</sup> time
	<b>3</b>	Attack the 2 <sup>nd</sup> time
	<b>4</b>	
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	

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

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

<b>USE CASE #</b>	<b>Use special ability : The Bavarian Illuminati</b>	
<b>Goal in Context</b>	Prevent the interference	
<b>Preconditions</b>	The attacking has been made	
<b>Success End Condition</b>	There will be no interference resistance support from other players	
<b>Failed End Condition</b>	None	
<b>Primary Actors</b>	User that has The Bavarian Illuminati card, opponent(s) who wish to interfere	
<b>Trigger</b>	User that has The Bavarian Illuminati card decided to use the special ability after the opponent(s) desire to interfere	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	The calculation of the attack has been made
	<b>2</b>	The opponent(s) established the interference
	<b>3</b>	The user spends 5 megabucks to use the special ability
	<b>4</b>	
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	



<b>USE CASE #</b>	<b>Use special ability : The Bermuda Triangle</b>	
<b>Goal in Context</b>	Organize the groups migrating	
<b>Preconditions</b>	Reach the end of the turn	
<b>Success End Condition</b>	Migrating groups as the user wanted	
<b>Failed End Condition</b>	None	
<b>Primary Actors</b>	User that has The Bermuda Triangle card	
<b>Trigger</b>	The two actions have been taken, request has been announced	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Establish the request of groups migrating
	<b>2</b>	Select desire card to move
	<b>3</b>	Select desire another card to connect
	<b>4</b>	Move the first selected card to selected arrow of another card
	<b>5</b>	Complete action
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
	<b>10</b>	
	<b>11</b>	
	<b>12</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>5a</b>	If the user wish to move more cards
	<b>5a1</b>	Repeat step 1