

# Use Case

ILLUMINATI DELUXE – GROUP D  
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# Table of Contents

Login	3
Create Account	4
Change Profile Image	5
Logout	6
Join a Channel	7
Roll Dice	8
Draw Card	9
Attack to Control	10
Attack to Destroy	11
Attack to Neutralize	12
Money Transfer	13
Group Transfer	14
Interfere an Attack	15
Open Interference	16
Discard: Special Card	17
Discard: Group Card	18
Use special card: Assassination	19
Use special card: Bribery	20
Use special card: Computer Espionage	21
Use special card: Deep Agent	22
Use special card: Interference	23
Use special card: Market Manipulation	24
Use special card: Media Campaign	25
Use special card: Murphy's Law	26
Use special card: Secrets Man Was Not Meant To Know	27
Use special card: Senate Investigating Committee	28
Use special card: Slush Fund	29
Use special card: Swiss Bank Account	30

Use special card: Whispering Campaign_____	31
Use special card: White Collar Crime_____	32
Use Discarding for Privilege Attack_____	33
Use a special card, Whispering Campaign_____	34
Use a special card: White Collar Crime_____	35
Completes Goal: The Society of Assassins_____	36
Completes Goal: The Network_____	37
Completes Goal: The Discordian Society_____	38
Completes Goal: UFOs_____	39
Completes Goal: The Servants of Cthulhu_____	40
Completes Goal: The Gnomes of Zurich_____	41
Completes Goal: Bavarian Illuminati_____	42
Completes Goal: Bermuda Triangle_____	43
Use special ability : The Society of Assassins_____	44
Use special ability : The Network_____	45
Use special ability : The Discordian Society_____	46
Use special ability : The UFOs_____	47
Use special ability : The Servants of Cthulhu_____	48
Use special ability : The Gnomes of Zurich_____	49
Use special ability : The Bavarian Illuminati_____	50
Use special ability : The Bermuda Triangle_____	51



<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>
	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.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	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

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<b>USE CASE #</b>	<b>Draw Card</b>	
<b>Goal in Context</b>	Obtain a card from the deck	
<b>Preconditions</b>	User's turn	
<b>Success End Condition</b>	Drew card and placed it in correct location based on type of card	
<b>Failed End Condition</b>	User is unable to draw card	
<b>Primary Actors</b>	User	
<b>Trigger</b>	Mouse click draw card button	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	Clicked draw card button
	2	Is group card
	3	Is special card
	4	Card drawn is complete
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	2a	Group card: Place card in center with other uncontrolled groups
	3a	Special card: Keep card in hand
	3b	Special card: Place face-up or face down in front of him/her
	3c	Special card: Display number of special cards the user has

<b>USE CASE #</b>	<b>Attack to Control</b>
<b>Goal in Context</b>	Control an in-play group which was not controlled by the user before, except for illuminati cards
<b>Preconditions</b>	User's turn, group has at least one outward-pointing arrow free
<b>Success End Condition</b>	Control a group the User attacked
<b>Failed End Condition</b>	Unable to obtained attacked group
<b>Primary Actors</b>	User, Player of group being attacked (if there it is already controlled by another player)
<b>Trigger</b>	Mouse click attack to control button
<b>DESCRIPTION</b>	<p><i>Step Action</i></p> <p><i>1</i> Select which group is attacking and what group is being attacked</p> <p><i>2</i> Subtract the resistance of the group that's being attacked by attacking group's power</p> <p><i>3</i> The user needs to roll the calculated number or less with the two dice</p> <p><i>4</i> User now controls the attacked group if roll is successful</p>
<b>EXTENSIONS</b>	<p><i>Step Branching Action</i></p> <p><i>3a</i> Roll: an 11 or 12 is an automatic failure</p> <p><i>3b</i> Roll: may add transferable power from other groups that have it available if they have not attacked this turn</p>

<b>USE CASE #</b>	<b>Attack to Destroy</b>
<b>Goal in Context</b>	Destroy any in-play group, except for illuminati cards
<b>Preconditions</b>	User's turn
<b>Success End Condition</b>	Destroy a group the User attacked
<b>Failed End Condition</b>	Unable to destroy attacked group
<b>Primary Actors</b>	User, Player of group being attacked (if there it is already controlled by another player)
<b>Trigger</b>	Mouse click attack to destroy button
<b>DESCRIPTION</b>	<p><i>Step Action</i></p> <p><i>1</i> Select which group is attacking and what group is being attacked</p> <p><i>2</i> Subtract the power of the group that's being attacked by attacking group's power</p> <p><i>3</i> The user needs to roll the calculated number or less with the two dice</p> <p><i>4</i> User now controls the attacked group if roll is successful</p>
<b>EXTENSIONS</b>	<p><i>Step Branching Action</i></p> <p><i>3a</i> Roll: an 11 or 12 is an automatic failure</p> <p><i>3b</i> Roll: may add transferable power from other groups that have it available if they have not attacked this turn</p>

<b>USE CASE #</b>	<b>Attack to Neutralize</b>
<b>Goal in Context</b>	Control an in-play group which was not controlled by the user before, except for illuminati cards
<b>Preconditions</b>	User's turn, group has at least one outward-pointing arrow free, group is already controlled by another player, User gains an additional 6 for his attack
<b>Success End Condition</b>	Neutralize a group the User attacked
<b>Failed End Condition</b>	Unable to neutralize attacked group
<b>Primary Actors</b>	User, Player of group being attacked
<b>Trigger</b>	Mouse click attack to neutralize button
<b>DESCRIPTION</b>	<p><b>Step</b><b>Action</b></p> <p><b>1</b> Select which group is attacking and what group is being attacked</p> <p><b>2</b> Subtract the resistance of the group that's being attacked by attacking group's power</p> <p><b>3</b> The user needs to roll the calculated number or less with the two dice</p> <p><b>4</b> User succeeded in neutralizing the group</p> <p><b>5</b> The neutralized group and its subordinates are placed in the uncontrolled area</p> <p><b>6</b> All their money is returned to the bank</p> <p><b>7</b></p> <p><b>8</b></p> <p><b>9</b></p> <p><b>10</b></p> <p><b>11</b></p> <p><b>12</b></p>
<b>EXTENSIONS</b>	<p><b>Step</b><b>Branching Action</b></p> <p><b>3a</b> Roll: an 11 or 12 is an automatic failure</p> <p><b>3b</b> Roll: may add transferable power from other groups that have it available if they have not attacked this turn</p> <p></p> <p></p> <p></p> <p></p> <p></p> <p></p> <p></p> <p></p>

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<b>USE CASE #</b>	<b>Interfere an Attack</b>	
<b>Goal in Context</b>	Interfere an attack by helping or opposing an attacker	
<b>Preconditions</b>	Any player's turn except self, player interfering has enough MB to interfere	
<b>Success End Condition</b>	Attack is completed or avoided	
<b>Failed End Condition</b>	Interference fails	
<b>Primary Actors</b>	User	
<b>Trigger</b>	Mouse click interference ability	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	Mouse click interference ability
	2	Select type of interference (help/oppose)
	3	Success
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	2a	Help/Oppose: Select which player to help/oppose
	2b	Help/Oppose: Contribute money to helped player from Illuminati treasury
	2c	Help/Oppose: Money goes to bank
	2d	Help/Oppose: Increase die roll by 1 for each MB spent
	3a	Success: The player the user helped rolled higher than the opponent
	3b	Success: The attacker the user helped rolled higher than the defender



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<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>
	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	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	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

<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

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	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	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	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	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

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<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

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<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

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