The summary use cases are as follows:

**UC-1: Play Game** – Allows the Player to play a game of Dominion.

Extension Point: Play Card – The player may play a card from their hand.

Extension Point: Buy Card – Allows the player to get new cards.

Inclusion Point: End Turn – Play passes to the next player.

Extension Point: Change Opponent – The Player may change the game type between solitaire, vs humans, and vs AI.

Derived from Reqs 1-7

**UC-2: Play Card** – Allows the player to play a card from their hand. The play must be legal and each card will give unique instructions that the system will follow.

(optional sub use case, «extend» UC-1: Play Game).

Derived from Reqs 3, 7

**UC-3: Buy Card** – Allows the Player to buy a card from a supply pile and add it to their discard.

(optional sub use case, «extend» UC-1: Play Game).

Derived from Req 4

**UC-4: End Turn** – A Player must indicate each time that their turn ends. The system will automatically finish any tasks required by the rules before the turn ends, and play will pass to the next player to begin their turn. In a solitaire game the player simply begins their next turn.

(mandatory sub use case, «include» from UC-1: Play Game).

Derived from Reqs 2, 5

**UC-5: Select Opponent –** Allows the Player to change from the default selection of a solitaire game to a multiplayer game against either human or AI opponents and back again. This use case requires a significant amount of resources and expertise that the development team does not currently have. Further research in this area is likely to add several currently unknown subcases, but given the low priority and limited time this use case is a placeholder until that research is completed.

(optional sub use case, «extend» UC-1: Play Game).

Derived from Reqs 9, 10

**UC-6: View High Scores** – Allows the player to see a list of the best games played. While there are many possible ways to define best, points/turns seems to be a reasonable metric of efficiency. The high score list may also include other information the player’s name, the date, and the Kingdom Cards used.

Derived from Req 8

**UC-7: Export Game Log** – As the game is being played, the system should keep track of changes to the game state. When the game ends, the player may optionally export it to a file. Depending on the details of multiplayer implementation, the game log might be used by a player to see what happened on an opponent’s turn.

Derived from Req 11