

Seven Nation Army

Use Cases

I. Pre-Game

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| Use Case #1 | User creates account |
| Goal in context | User creates an account for Seven Nation Army |
| Scope and level | Affects only the user |
| Preconditions | Users must have access to the internet. |
| Success End Condition | User is able to create account with his email and a password. |
| Failed End Condition | User is not able to create account |
| Primary Actors | User of Seven Nation Army |
| Secondary Actors | None |
| Trigger | User would like to create an account |
| DESCRIPTION | <ol style="list-style-type: none">1. Use case starts when user clicks 'create account' button.2. The system asks user to enter email and password information.3. The user enters the information.4. The system verifies the email is not already in database. [Alternate Course A]5. The system saves information to database.6. The use case ends. |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate Course A: The email already exists in the database</p> <ol style="list-style-type: none">1. The system informs the user that the email already exists in the database.2. The use case ends. |
| RELATED INFORMATION | None |

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| Priority: | 1 |
| Performance | Within minutes |
| Frequency | Only once per user |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #2 | User Logs In |
| Goal in context | User is able to login to his account |
| Scope and level | Affects only the user |
| Preconditions | Users to play in game must have access to the internet. |
| Success End Condition | User is able to login to his account |
| Failed End Condition | System does not recognize user, and he is not able to login |
| Primary Actors | User of Seven Nation Army |
| Secondary Actors | None |
| Trigger | User would like to login to his account |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Use case begins when user would like to log in to his account. 2. System prompts user to enter his email and password. 3. User enters his email and password. 4. System verifies user. [Alternate Course A] 5. System logs user in. 6. Use case ends. |
| EXTENSIONS | None |
| SUB-VARIATIONS | Alternate Course A: System verifies user does not exist |

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| | <ol style="list-style-type: none"> 1. The system verifies user does not exist in database. 2. The system informs user that user does not exist with this email and password information. 3. The use case ends. |
| RELATED INFORMATION | None |
| Priority: | 1 |
| Performance | Within minutes |
| Frequency | Whenever a user navigates to Seven Nation Army |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #3 | Gamemaster initializes game |
| Goal in context | Gamemaster wants to start a new game of Seven Nation Army. |
| Scope and level | Affects only the gamemaster |
| Preconditions | Gamemaster must have access to the internet and be signed in to Seven Nation Army. |
| Success End Condition | Game session is created |
| Failed End Condition | Game session could not be created. |
| Primary Actors | Gamemaster |
| Secondary Actors | None |
| Trigger | Gamemaster wants to play a new game of Diplomacy. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. The use case begins when the gamemaster clicks 'Start New Game' button. |

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| | <ol style="list-style-type: none"> 2. The system prompts gamemaster to select time intervals for gameplay. 3. The gamemaster selects time intervals. 4. The system records input. 5. The system asks gamemaster if he would like to initialize the game. 6. The gamemaster clicks 'Initialize Game'. [Alternate Course A] 7. The system initializes the game. 8. The use case ends. |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate Course A: The gamemaster decides not to initialize game</p> <ol style="list-style-type: none"> 1. The gamemaster clicks 'cancel'. 2. The use case ends. |
| RELATED INFORMATION | None |
| Priority: | 1 |
| Performance | Within minutes |
| Frequency | Only at beginning of the game |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #4 | Gamemaster invite a player |
| Goal in context | Gamemaster wants to invite a user to play a new game of Seven Nation Army. |
| Scope and level | Affects gamemaster and player added |

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| Preconditions | Gamemaster must have access to the internet and be signed in to Seven Nation Army. A new game must be initialized. |
| Success End Condition | Gamemaster is able to invite a user to play new game. User receives notification email to join game. |
| Failed End Condition | Gamemaster is not able to invite user to play new game. User does not receive notification email to join game. |
| Primary Actors | Gamemaster |
| Secondary Actors | User invited to play new game. |
| Trigger | Gamemaster wants to invite a user to play new game. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. The use case begins when the gamemaster wants to invite a user to play new game. 2. The gamemaster clicks 'Invite Player' button. 3. The system prompts the gamemaster to the enter the email address of the user to invite. 4. The gamemaster enters the user's information. 5. The system verifies the user. [Alternate Course A] 6. The system sends notification email to the user with invite link to play new game. 7. The use case ends. |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate Course A: The user does not exist in database</p> <ol style="list-style-type: none"> 1. The system verifies that the user does not exist in the database. 2. The system informs the gamemaster that no user exists with this email. 3. The use case ends. |
| RELATED INFORMATION | None |
| Priority: | 1 |
| Performance | Within minutes |
| Frequency | Only at beginning of the game |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |

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| Superordinates | None |
| Subordinates | None |

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| Use Case #5 | Player joins game |
| Goal in context | Player wants to join new game of Seven Nation Army. |
| Scope and level | Affects all players in the game |
| Preconditions | Player must have received notification email with invite link to new game. |
| Success End Condition | Player is able to click on the invite link and join the new game. |
| Failed End Condition | Link does not work as expected. Player is not able to join new game. |
| Primary Actors | User who would like to join the new game. |
| Secondary Actors | n/a |
| Trigger | User wants to join new game. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. The use case begins when a player wants to join a game. 2. The player clicks on the invite link to join new game. 3. The player will be directed to the Seven Nation Army join game interface. 4. The system will ask the player if he would like to join the game. [Alternate Course A] 5. The player clicks 'Join Game' button. 6. The system adds the player to the game. 7. The system redirects the player to the gameplay interface. 8. The use case ends. |
| EXTENSIONS | None |
| SUB-VARIATIONS | Alternate Course A: The user does not want to join the game <ol style="list-style-type: none"> 1. The player clicks 'Cancel'. 2. The use case ends. |
| RELATED INFORMATION | None |

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| Priority: | 1 |
| Performance | Within minutes |
| Frequency | Only at beginning of new game |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #6 | Gamemaster starts game |
| Goal in context | Gamemaster wants to start new game |
| Scope and level | Affects all players in the game |
| Preconditions | Sufficient number of players have joined the new game |
| Success End Condition | Gamemaster is able to start gameplay. The system notifies all players the game has started. |
| Failed End Condition | Game does not start. Players are not notified. |
| Primary Actors | Gamemaster |
| Secondary Actors | n/a |
| Trigger | Gamemaster wants to start new game |
| DESCRIPTION | <ol style="list-style-type: none"> 1. The use case begins when gamemaster wants to start new game. 2. The gamemaster clicks 'Start Game'. 3. The system starts the game. 4. The system notifies all players the game has started. 5. The use case ends. |
| EXTENSIONS | None |

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| SUB-VARIATIONS | |
| RELATED INFORMATION | None |
| Priority: | 1 |
| Performance | Within minutes |
| Frequency | Only at beginning of new game |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

II. Game

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| Use Case #7 | Players are randomly assigned a country |
| Goal in context | Players need to be assigned to a country randomly to make it fair. |
| Scope and level | Initial part of the game. |
| Preconditions | <ol style="list-style-type: none"> 1. The players have not been assigned a country 2. The players must have been invited and clicked the link to join. |
| Success End Condition | The players have been assigned a country randomly. |
| Failed End Condition | <ol style="list-style-type: none"> 1. Some or all are not assigned a country. 2. It is not truly random/fair. 3. Players are not all uniquely assigned. |
| Primary Actors | Players |
| Secondary Actors | Gamemaster |
| Trigger | Player joins game. |

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| DESCRIPTION | <ol style="list-style-type: none"> 1. Player joins game through link 2. Program checks which countries have not been assigned players. 3. From that set, assign the player a random country. 4. Repeat until all 7 countries have been assigned 5. Allow the game to begin and display the player's country |
| EXTENSIONS | None |
| SUB-VARIATIONS | <ol style="list-style-type: none"> 1. If less than 7 players are playing, only n number of countries will be assigned. Which one among these is random. |
| RELATED INFORMATION | None |
| Priority: | 2 |
| Performance | Within seconds |
| Frequency | Only at the beginning of any game |
| OPEN ISSUES | None |
| Due Date | tba |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #8 | Player moves fleet into an unoccupied ocean space |
| Goal in context | Player wants to move one of their country's fleet into an empty ocean space. |
| Scope and level | Throughout the game |
| Preconditions | <ol style="list-style-type: none"> 1. Player must have a fleet belong to their country 2. Player must have an adjacent ocean space to their fleet that is empty. 3. It must be Spring or Fall |

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| Success End Condition | The fleet has moved to the selected spot when the season changes. |
| Failed End Condition | <ol style="list-style-type: none"> 1. The moved fleet is not the one selected 2. The moved fleet does not belong to the player's country 3. The moved fleet's previous location is not updated. |
| Primary Actors | Players |
| Secondary Actors | None |
| Trigger | Player wants to move a unit |
| DESCRIPTION | <ol style="list-style-type: none"> 1. The player selects a fleet to move to an unoccupied ocean location. 2. The player clicks the move button. 3. The player clicks their selected fleet 4. The player clicks the selected destination 5. The program updates the order 6. The player submits the order 7. The season changes 8. The map is updated with the fleet's new location. |
| EXTENSIONS | None |
| SUB-VARIATIONS | Player must retreat a fleet to an open spot. |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | tba |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #9 | Fleet moves in unoccupied coastal space that is a supply center and is empty. |
| Goal in context | Player wants to move unit to supply center to be able to build more units when the season changes to winter. |
| Scope and level | Throughout the game |
| Preconditions | <ol style="list-style-type: none"> 1. The selected destination must be must unoccupied 2. The selected destination must be a coastal space 3. The selected destination must be a supply center 4. The selected unit to move must be a fleet unit. 5. The selected unit must belong to the player. 6. The season must be Spring or Fall or a retreat phase. |
| Success End Condition | The fleet moves to the correct selected destination |
| Failed End Condition | <ol style="list-style-type: none"> 1. The map is not updated correctly 2. The orders do not update 3. The order is not allowed despite being a legal move. |
| Primary Actors | Player |
| Secondary Actors | None |
| Trigger | The season changes to either spring or fall. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. The player clicks the move button 2. The player clicks the fleet to move 3. The player clicks the destination for the fleet to move. 4. The order is updated. 5. The player clicks the button to submit or update their order. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |

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| Due Date | tba |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #10 | Fleet moves into empty coastal space |
| Goal in context | The fleet moves into empty coastal space to retreat or move towards other units or supply centers. |
| Scope and level | Throughout the game |
| Preconditions | <ol style="list-style-type: none"> 1. The selected destination must be must unoccupied 2. The selected destination must be a coastal space 3. The selected destination must not be a supply center 4. The selected unit to move must be a fleet unit. 5. The selected unit must belong to the player. 6. The season must be Spring or Fall or a retreat phase. |
| Success End Condition | The fleet moves to the correct selected destination |
| Failed End Condition | <ol style="list-style-type: none"> 1. The map is not updated correctly 2. The orders do not update 3. The order is not allowed despite being a legal move . |
| Primary Actors | Player |
| Secondary Actors | None |
| Trigger | The season changes to either spring or fall. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. The player clicks the move button 2. The player clicks the fleet to move 3. The player clicks the destination for the fleet to move. 4. The order is updated. 5. The player clicks the button to submit or update their order. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |

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| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | tba |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #11 | Player moves army to coastal space containing a supply base |
| Goal in context | Player will be able move an army unit to a coastal space containing a supply base if they are adjacent to one. |
| Scope and level | Affects the player making the moves |
| Preconditions | <ol style="list-style-type: none"> 1. Player has an army unit that can move 2. Player has an army unit adjacent to a supply center |
| Success End Condition | Player is able to move army unit to coastal space |
| Failed End Condition | Player is not able to move army unit to a coastal space |
| Primary Actors | Army unit |
| Secondary Actors | Coastal space |
| Trigger | Player clicks on the "Move" Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the unit they wish to move 2. Player clicks on the "Move" Icon 3. Player chooses the coastal space they would like to move to. 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out |

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| | 6. Player's army unit moves to the empty supply base coastal space 7. Player's army now occupies the supply base coastal space |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Instantaneous |
| Frequency | Dependent on player's units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #12 | Player moves army to empty coastal space |
| Goal in context | Player will be able move an army unit to an empty coastal space |
| Scope and level | Affects the player making the moves |
| Preconditions | 1. Player has an army unit that can move 2. Player has an army unit adjacent to a an empty coastal space |
| Success End Condition | Player is able to move army unit to empty coastal space |
| Failed End Condition | Player is not able to move army unit to a empty coastal space |
| Primary Actors | Army unit |

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| Secondary Actors | Empty Coastal space |
| Trigger | Player clicks on the “Move” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the unit they wish to move 2. Player clicks on the “Move” Icon 3. Player chooses the empty coastal space they would like to move to. 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player’s army unit moves to the empty coastal space 7. Player’s army now occupies the coastal space |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Instantaneous |
| Frequency | Dependent on player’s units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #13 | Player moves army to landlocked supply base |
| Goal in context | Player will be able move an army unit to a landlocked space containing a supply center |
| Scope and level | Affects the player making the move |
| Preconditions | <ol style="list-style-type: none"> 1. Player has an army unit that can move |

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| | 2. Player has an army unit adjacent to landlocked space with a supply center |
| Success End Condition | Player is able to move army unit to landlocked space with a supply center |
| Failed End Condition | Player is not able to move army unit to landlocked space with a supply center |
| Primary Actors | Army unit |
| Secondary Actors | Landlocked empty space containing a supply center |
| Trigger | Player clicks on the “Move” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the unit they wish to move 2. Player clicks on the “Move” Icon 3. Player clicks the landlocked space containing a supply center they would like to move to. 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player’s army unit moves to the landlocked space 7. Player’s army now occupies the landlocked space |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Instantaneous |
| Frequency | Dependent on player’s units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #14 | Player moves army to landlocked empty space |
| Goal in context | Player will be able move an army unit to a landlocked space |
| Scope and level | Affects the player making the move |
| Preconditions | <ol style="list-style-type: none"> 1. Player has an army unit that can move 2. Player has an army unit adjacent to landlocked empty space |
| Success End Condition | Player is able to move army unit to landlocked empty space |
| Failed End Condition | Player is not able to move army unit to landlocked empty space |
| Primary Actors | Army unit |
| Secondary Actors | Landlocked empty space |
| Trigger | Player clicks on the "Move" Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the unit they wish to move 2. Player clicks on the "Move" Icon 3. Player chooses the landlocked empty space they would like to move to. 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player's army unit moves to the landlocked empty space 7. Player's army now occupies the landlocked empty space |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Instantaneous |
| Frequency | Dependent on player's units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |

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| Superordinates | None |
| Subordinates | None |

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| Use Case #15 | Fleet Attacks Ocean Space |
| Goal In Context | To defeat the fleet currently in the occupied ocean space |
| Scope And Level | Will affect two players, the one attacking and the one being attacked. |
| Preconditions | Player has a fleet that is adjacent to an occupied ocean space. |
| Success End Condition | Fleet defeats enemy fleet and moves into its spot. |
| Failed End Condition | Fleet does not defeat enemy fleet and does not move. |
| Primary Actors | The fleet that initiated the attack. |
| Secondary Actors | The fleet that is being attacked. |
| Trigger | Player chooses the attack option with a fleet adjacent to an ocean space. |
| Description | <ol style="list-style-type: none"> 1. Player highlights the fleet they wish to attack with. 2. Player clicks on the "Attack" icon. 3. Player chooses adjacent ocean fleet they want to attack. 4. If player's fleet's strength is greater than the target fleet's, the attack is successful. 5. Player's fleet moves into the space. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Target Fleet Is Attacked By A Force Greater Than The Attacking Fleet</p> <ol style="list-style-type: none"> 1. The attacking fleet does not move and the stronger fleet moves into the space. <p>Alternate Course B: The Target Fleet Strength Matches The Attacking Fleet Strength</p> <ol style="list-style-type: none"> 1. Neither fleet moves, there is a stalemate. |
| Related Information | None |
| Priority: | 3 |

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| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #16 | Fleet Attacks Coastal Space |
| Goal In Context | To defeat the fleet or army currently in the occupied coastal space |
| Scope And Level | Will affect two players, the one attacking and the one being attacked. |
| Preconditions | Player has a fleet that is adjacent to an occupied coastal space. |
| Success End Condition | Fleet defeats enemy unit and moves into its spot. |
| Failed End Condition | Fleet does not defeat enemy unit and does not move. |
| Primary Actors | The fleet that initiated the attack. |
| Secondary Actors | The unit that is being attacked. |
| Trigger | Player chooses the attack option with a fleet adjacent to a coastal space. |
| Description | <ol style="list-style-type: none"> 1. Player highlights the fleet they wish to attack with. 2. Player clicks on the "Attack" icon. 3. Player chooses adjacent coastal unit they want to attack. 4. If player's fleet's strength is greater than the target's, the attack is successful. 5. Player's fleet moves into the space. |
| Extensions | None |
| Sub-variations | Alternate Course A: The Target Unit Is Attacked By A Force Greater Than The Attacking Fleet |

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| | 1. The attacking fleet does not move and the stronger force moves into the space. Alternate Course B: The Target Unit Strength Matches The Attacking Fleet Strength 1. Neither unit moves, there is a stalemate. |
| Related Information | None |
| Priority: | 3 |
| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #17 | Army Attacks Coastal Space |
| Goal In Context | To defeat the unit currently in an occupied coastal space. |
| Scope And Level | Will affect two players, the one attacking and the one being attacked. |
| Preconditions | Player has an army adjacent to an occupied coastal space |
| Success End Condition | Army defeats enemy unit and moves into its spot. |
| Failed End Condition | Army does not defeat enemy unit and does not move. |
| Primary Actors | The army that initiated the attack. |
| Secondary Actors | The unit that is being attacked. |
| Trigger | Player chooses the attack option with an army adjacent to an occupied coastal space. |
| Description | 1. Player highlights the army they wish to attack with. 2. Player clicks on the "Attack" icon. |

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| | <ol style="list-style-type: none"> 3. Player chooses adjacent coastal unit they want to attack. 4. If player's army's strength is greater than the target's, the attack is successful. 5. Player's army moves into the space. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Target Unit Is Attacked By A Force Greater Than The Attacking Army</p> <ol style="list-style-type: none"> 1. The attacking army does not move and the stronger force moves into the space. <p>Alternate Course B: The Target Unit Strength Matches The Attacking Army Strength</p> <ol style="list-style-type: none"> 1. Neither unit moves, there is a stalemate. |
| Related Information | None |
| Priority: | 3 |
| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #18 | Army Attacks Landlocked Space |
| Goal In Context | To defeat the army currently in the occupied landlocked space |
| Scope And Level | Will affect two players, the one attacking and the one being attacked. |
| Preconditions | Player has an army adjacent to an occupied landlocked space |
| Success End Condition | Army defeats enemy army and moves into its spot. |
| Failed End Condition | Army does not defeat enemy army and does not move. |

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| Primary Actors | The army that initiated the attack. |
| Secondary Actors | The army that is being attacked. |
| Trigger | Player chooses the attack option with an army adjacent to an occupied landlocked space. |
| Description | <ol style="list-style-type: none"> 1. Player highlights the army they wish to attack with. 2. Player clicks on the “Attack” icon. 3. Player chooses adjacent landlocked army they want to attack. 4. If player’s army’s strength is greater than the target’s, the attack is successful. 5. Player’s army moves into the space. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Target Army Is Attacked By A Force Greater Than The Attacking Army</p> <ol style="list-style-type: none"> 1. The attacking army does not move and the stronger army moves into the space. <p>Alternate Course B: The Target Army Strength Matches The Attacking Army Strength</p> <ol style="list-style-type: none"> 1. Neither army moves, there is a stalemate. |
| Related Information | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #19 | Fleet In Ocean Space Is Attacked By Fleet |
| Goal In Context | The fleet will be defeated by the attacking fleet |

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| Scope And Level | Will affect two players, the one being attacked and the one doing the attacking. |
| Preconditions | Player has an ocean fleet adjacent to an occupied space. |
| Success End Condition | Ocean fleet is defeated by opposing fleet. |
| Failed End Condition | Ocean fleet is left standing. |
| Primary Actors | The fleet being attacked. |
| Secondary Actors | The fleet that is attacking.. |
| Trigger | Opposing player chooses the attack option and selects ocean fleet as target. |
| Description | <ol style="list-style-type: none"> 1. Player's fleet in an ocean space holds. 2. Opposing player selects fleet as attack target. 3. If player's fleet's strength is less than the opponent's, the defense is unsuccessful. 4. Opposing fleet moves into the spot. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Attacking Fleet Is Attacked By A Greater Force</p> <ol style="list-style-type: none"> 1. The attacking army does not move and the stronger army moves into its space. <p>Alternate Course B: The Target Fleet Strength Matches The Attacking Fleet Strength</p> <ol style="list-style-type: none"> 1. Neither fleet moves, there is a stalemate. |
| Related Information | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #20 | Fleet In Coastal Space Is Attacked By Fleet |
| Goal In Context | The fleet will be defeated by the attacking fleet |
| Scope And Level | Will affect two players, the one being attacked and the one doing the attacking. |
| Preconditions | Player has an coastal fleet adjacent to an occupied space. |
| Success End Condition | Coastal fleet is defeated by opposing fleet. |
| Failed End Condition | Coastal fleet is left standing. |
| Primary Actors | The fleet being attacked. |
| Secondary Actors | The fleet that is attacking.. |
| Trigger | Opposing player chooses the attack option and selects coastal fleet as target. |
| Description | <ol style="list-style-type: none"> 1. Player's fleet in an coastal space holds. 2. Opposing player selects fleet as attack target. 3. If player's fleet's strength is less than the opponent's, the defense is unsuccessful. 4. Opposing fleet moves into the spot. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Attacking Fleet Is Attacked By A Greater Force</p> <ol style="list-style-type: none"> 1. The attacking army does not move and the stronger army moves into its space. <p>Alternate Course B: The Target Fleet Strength Matches The Attacking Fleet Strength</p> <ol style="list-style-type: none"> 1. Neither fleet moves, there is a stalemate. |
| Related Information | None |
| Priority: | 1 |
| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |

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| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #21 | Fleet In Coastal Space Is Attacked By Army |
| Goal In Context | The fleet will be defeated by the attacking fleet |
| Scope And Level | Will affect two players, the one being attacked and the one doing the attacking. |
| Preconditions | Player has an coastal fleet adjacent to an army occupied space. |
| Success End Condition | Coastal fleet is defeated by opposing army.. |
| Failed End Condition | Coastal fleet is left standing. |
| Primary Actors | The fleet being attacked. |
| Secondary Actors | The army that is attacking.. |
| Trigger | Opposing player chooses the attack option and selects coastal fleet as target. |
| Description | <ol style="list-style-type: none"> 1. Player's fleet in a coastal space holds. 2. Opposing player selects fleet as attack target. 3. If player's fleet's strength is less than the opponent's, the defense is unsuccessful. 4. Opposing army moves into the spot. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Attacking Army Is Attacked By A Greater Force</p> <ol style="list-style-type: none"> 1. The attacking army does not move and the stronger force moves into its space. <p>Alternate Course B: The Target Fleet Strength Matches The Attacking Army Strength</p> <ol style="list-style-type: none"> 1. Neither unit moves, there is a stalemate. |
| Related Information | None |
| Priority: | 4 |

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| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #22 | Army In Coastal Space Is Attacked By Fleet |
| Goal In Context | The army will be defeated by the attacking fleet |
| Scope And Level | Will affect two players, the one being attacked and the one doing the attacking. |
| Preconditions | Player has a coastal army adjacent to an occupied space. |
| Success End Condition | Coastal army is defeated by opposing fleet. |
| Failed End Condition | Coastal army is left standing. |
| Primary Actors | The army being attacked. |
| Secondary Actors | The fleet that is attacking.. |
| Trigger | Opposing player chooses the attack option and selects coastal army as target. |
| Description | <ol style="list-style-type: none"> 1. Player's army in a coastal space holds. 2. Opposing player selects army as attack target. 3. If player's army's strength is less than the opponent's, the defense is unsuccessful. 4. Opposing fleet moves into the spot. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Attacking Fleet Is Attacked By A Greater Force</p> <ol style="list-style-type: none"> 1. The attacking fleet does not move and the stronger unit moves into its space. |

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| | Alternate Course B: The Target Army Strength Matches The Attacking Fleet Strength 1. Neither unit moves, there is a stalemate. |
| Related Information | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #23 | Army In Coastal Space Is Attacked By Army |
| Goal In Context | The army will be defeated by the attacking army |
| Scope And Level | Will affect two players, the one being attacked and the one doing the attacking. |
| Preconditions | Player has a coastal army adjacent to an occupied space. |
| Success End Condition | Coastal army is defeated by opposing army. |
| Failed End Condition | Coastal army is left standing. |
| Primary Actors | The army being attacked. |
| Secondary Actors | The army that is attacking.. |
| Trigger | Opposing player chooses the attack option and selects coastal army as target. |
| Description | 1. Player's army in a coastal space holds. 2. Opposing player selects army as attack target. 3. If player's army's strength is less than the opponent's, the defense is unsuccessful. |

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| | 4. Opposing army moves into the spot. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Attacking Army Is Attacked By A Greater Force</p> <ol style="list-style-type: none"> 1. The attacking army does not move and the stronger unit moves into its space. <p>Alternate Course B: The Target Army Strength Matches The Attacking army Strength</p> <ol style="list-style-type: none"> 1. Neither unit moves, there is a stalemate. |
| Related Information | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #24 | Army In Landlocked Space Is Attacked By Army |
| Goal In Context | The army will be defeated by the attacking army |
| Scope And Level | Will affect two players, the one being attacked and the one doing the attacking. |
| Preconditions | Player has a landlocked army adjacent to an army occupied space. |
| Success End Condition | Landlocked army is defeated by opposing army.. |
| Failed End Condition | Landlocked army is left standing. |
| Primary Actors | The army being attacked. |
| Secondary Actors | The army that is attacking.. |

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| Trigger | Opposing player chooses the attack option and selects landlocked army as target. |
| Description | <ol style="list-style-type: none"> 1. Player's army in a landlocked space holds. 2. Opposing player selects army as attack target. 3. If player's army's strength is less than the opponent's, the defense is unsuccessful. 4. Opposing army moves into the spot. |
| Extensions | None |
| Sub-variations | <p>Alternate Course A: The Attacking Army Is Attacked By A Greater Force</p> <ol style="list-style-type: none"> 1. The attacking army does not move and the stronger force moves into its space. <p>Alternate Course B: The Target Army Strength Matches The Attacking Army Strength</p> <ol style="list-style-type: none"> 1. Neither unit moves, there is a stalemate. |
| Related Information | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Very frequent. Every spring and fall season. |
| Open Issues | None |
| Due Date | 5/9/19 |
| Other Management Info | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #25 | Player has an army unit support an attacking fleet unit |
| Goal in context | Player will be able to support a fleet unit using an army unit |
| Scope and level | Affects the player making the move as well as the enemy they are attacking |
| Preconditions | <ol style="list-style-type: none"> 1. Player has an army unit that can make an action |

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| | 2. Player has an army unit adjacent to the space that the fleet they wish to support is attacking |
| Success End Condition | Player is able to support an attacking fleet using an army unit |
| Failed End Condition | Player is not able to support an attacking fleet using an army unit |
| Primary Actors | Army unit |
| Secondary Actors | Attacking fleet unit |
| Trigger | Player clicks on the “Support” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the army unit they wish to have support a fleet unit 2. Player clicks on the “Support” Icon 3. Player selects the tile that the fleet is attacking <ol style="list-style-type: none"> a. If there are multiple fleets attacking; a menu will appear and the player will be able to select which unit they would like to support 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player’s army unit supports a fleet unit 7. Player’s army unit will remain in the space they were in when supporting |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate course A: player that is being supported by another player does not submit moves</p> <ol style="list-style-type: none"> 1. Player being supported does not submit orders 2. Player that is supporting will have their unit hold due to a failed support |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Dependent on player’s units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |

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| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #26 | Player has an army unit support an army unit |
| Goal in context | Player will be able to support an army unit using an army unit |
| Scope and level | Affects the player making the move as well as the enemy they are attacking |
| Preconditions | <ol style="list-style-type: none"> 1. Player has an army unit that can make an action 2. Player has an army unit adjacent to the space that the army unit they wish to support is attacking |
| Success End Condition | Player is able to support an attacking army using an army unit |
| Failed End Condition | Player is not able to support an attacking army using an army unit |
| Primary Actors | Army unit |
| Secondary Actors | Attacking army unit |
| Trigger | Player clicks on the "Support" Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the army unit they wish to have support an army unit 2. Player clicks on the "Support" Icon 3. Player selects the tile that the army is attacking <ol style="list-style-type: none"> a. If there are multiple army attacking; a menu will appear and the player will be able to select which unit they would like to support 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player's army unit supports a army unit 7. Player's army unit will remain in the space they were in when supporting |
| EXTENSIONS | None |

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| SUB-VARIATIONS | Alternate course A: player that is being supported by another player does not submit moves <ol style="list-style-type: none"> 1. Player being supported does not submit orders 2. Player that is supporting will have their unit hold due to a failed support |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Dependent on player's units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #27 | Player has an army unit support a fleet unit that is holding |
| Goal in context | Player will be able to support a holding fleet unit using an army unit that adjacent to the coastal space the fleet is in |
| Scope and level | Affects the player making the move as well as any enemy that may be attacking |
| Preconditions | <ol style="list-style-type: none"> 1. Player has an army unit that can make an action 2. Player has an army unit adjacent to the space that the fleet they wish to support is holding in |
| Success End Condition | Player is able to support a holding fleet using an army unit |
| Failed End Condition | Player is not able to support a holding fleet using an army unit |
| Primary Actors | Army unit |
| Secondary Actors | Holding fleet unit |
| Trigger | Player clicks on the "Support" Icon |

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| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the army unit they wish to have support a fleet unit 2. Player clicks on the “Support” Icon 3. Player selects the tile that the fleet is holding in 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player’s army unit supports a fleet unit 7. Player’s army unit will remain in the space they were in when supporting |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate course A: player that is being supported by another player does not submit moves</p> <ol style="list-style-type: none"> 1. Player being supported does not submit orders 2. Player that is supporting will have their unit hold due to a failed support |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Dependent on player’s units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #28 | Player has an army unit support an army unit that is holding |
| Goal in context | Player will be able to support a holding army unit using an army unit that adjacent to the space that the army is in |

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| Scope and level | Affects the players making the move as well as any enemy that may be attacking |
| Preconditions | <ol style="list-style-type: none"> 1. Player has an army unit that can make an action 2. Player has an army unit adjacent to the space that the army they wish to support is holding in |
| Success End Condition | Player is able to support a holding army using an army unit |
| Failed End Condition | Player is not able to support a holding army using an army unit |
| Primary Actors | Army unit |
| Secondary Actors | Holding army unit |
| Trigger | Player clicks on the “Support” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the army unit they wish to have support an army unit 2. Player clicks on the “Support” Icon 3. Player selects the tile that the army is holding in 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player’s army unit supports an army unit 7. Player’s army unit supports an army unit 8. |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate course A: player that is being supported by another player does not submit moves</p> <ol style="list-style-type: none"> 1. Player being supported does not submit orders 2. Player that is supporting will have their unit hold due to a failed support |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Dependent on player’s units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |

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| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #29 | Player has a fleet unit support an attacking fleet unit |
| Goal in context | Player will be able to support an attacking fleet unit using a different fleet unit |
| Scope and level | Affects the players making the move as well as the enemy they are attacking |
| Preconditions | <ol style="list-style-type: none"> 1. Player has a fleet unit that can make an action 2. Player has a fleet unit adjacent to the space that the fleet they wish to support is attacking |
| Success End Condition | Player is able to support an attacking fleet using a fleet unit |
| Failed End Condition | Player is not able to support an attacking fleet using a fleet unit |
| Primary Actors | Fleet unit |
| Secondary Actors | Attacking fleet unit |
| Trigger | Player clicks on the “Support” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the fleet unit they wish to have support a fleet unit 2. Player clicks on the “Support” Icon 3. Player selects the tile that the fleet is attacking <ol style="list-style-type: none"> a. If there are multiple fleets attacking; a menu will appear and the player will be able to select which unit they would like to support 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player’s fleet unit supports a fleet unit 7. Player’s fleet unit will remain in the space they were in when supporting |
| EXTENSIONS | None |

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| SUB-VARIATIONS | Alternate course A: player that is being supported by another player does not submit moves <ol style="list-style-type: none"> 1. Player being supported does not submit orders 2. Player that is supporting will have their unit hold due to a failed support |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Dependent on player's units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #30 | Player has a fleet unit support a holding fleet unit |
| Goal in context | Player will be able to support a holding fleet unit using a different fleet unit |
| Scope and level | Affects the players making the move as well as any enemy that may be attacking |
| Preconditions | <ol style="list-style-type: none"> 1. Player has a fleet unit that can make an action 2. Player has a fleet unit adjacent to the space that the fleet they wish to support is holding in |
| Success End Condition | Player is able to support a holding fleet using a fleet unit |
| Failed End Condition | Player is not able to support a holding fleet using a fleet unit |
| Primary Actors | Fleet unit |
| Secondary Actors | Holding fleet unit |
| Trigger | Player clicks on the "Support" Icon |

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| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the fleet unit they wish to have support a fleet unit 2. Player clicks on the “Support” Icon 3. Player selects the tile that the fleet is holding in 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player’s fleet unit supports a fleet unit 7. Player’s fleet unit will remain in the space they were in when supporting |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate course A: player that is being supported by another player does not submit moves</p> <ol style="list-style-type: none"> 1. Player being supported does not submit orders 2. Player that is supporting will have their unit hold due to a failed support |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Dependent on player’s units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #31 | Player has a fleet unit support an attacking army unit |
| Goal in context | Player will be able to support an attacking army unit using a fleet unit |
| Scope and level | Affects the players making the move as well as the enemy they are attacking |

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| Preconditions | <ol style="list-style-type: none"> 1. Player has a fleet unit that can make an action 2. Player has a fleet unit adjacent to the space that the army they wish to support is attacking |
| Success End Condition | Player is able to support an attacking fleet using a fleet unit |
| Failed End Condition | Player is not able to support an attacking fleet using a fleet unit |
| Primary Actors | Fleet unit |
| Secondary Actors | Attacking fleet unit |
| Trigger | Player clicks on the “Support” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the fleet unit they wish to have support a fleet unit 2. Player clicks on the “Support” Icon 3. Player selects the tile that the army is attacking <ol style="list-style-type: none"> a. If there are multiple armies attacking; a menu will appear and the player will be able to select which unit they would like to support 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player’s fleet unit supports an army unit 7. Player’s fleet unit will remain in the space they were in when supporting |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate course A: player that is being supported by another player does not submit moves</p> <ol style="list-style-type: none"> 1. Player being supported does not submit orders 2. Player that is supporting will have their unit hold due to a failed support |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Dependent on player’s units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |

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| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #32 | Player has a fleet unit support a holding army unit |
| Goal in context | Player will be able to support a holding army unit using a fleet unit |
| Scope and level | Affects the players making the move as well as any enemy that may be attacking |
| Preconditions | <ol style="list-style-type: none"> 1. Player has a fleet unit that can make an action 2. Player has a fleet unit adjacent to the space that the army they wish to support is holding in |
| Success End Condition | Player is able to support a holding army using a fleet unit |
| Failed End Condition | Player is not able to support a holding army using a fleet unit |
| Primary Actors | Fleet unit |
| Secondary Actors | Holding army unit |
| Trigger | Player clicks on the "Support" Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the fleet unit they wish to have support a army unit 2. Player clicks on the "Support" Icon 3. Player selects the tile that the army is holding in 4. Player makes any other moves they wish to do this turn 5. Player submits orders <ol style="list-style-type: none"> a. Or time runs out 6. Player's fleet unit supports a holding army unit 7. Player's fleet unit will remain in the space they were in when supporting |
| EXTENSIONS | None |
| SUB-VARIATIONS | <p>Alternate course A: player that is being supported by another player does not submit moves</p> <ol style="list-style-type: none"> 1. Player being supported does not submit orders |

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| | 2. Player that is supporting will have their unit hold due to a failed support |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Instantaneous |
| Frequency | Dependent on player's units locations |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #33 | Army successfully holds |
| Goal in context | Player wants to order an army to hold. |
| Scope and level | After every adjudication in which a player has ordered an army to hold. |
| Preconditions | <ol style="list-style-type: none"> 1. Player owns an army unit. 2. Player wishes to hold an army unit in place. |
| Success End Condition | The hold order is processed, army unit is not displaced, successfully remains in its original territory. |
| Failed End Condition | The hold order is not successful and the army unit is displaced from its original territory. |
| Primary Actors | Army unit |
| Secondary Actors | None |
| Trigger | Player selects the 'hold' option for one of their army units and submits the move. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns an army unit. |

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| | <ol style="list-style-type: none"> 2. Player selects the army unit they wish to order to hold. 3. Player selects the 'hold' option. 4. Player submits their moves. 5. The army unit successfully holds and is not displaced. |
| EXTENSIONS | None |
| SUB-VARIATIONS | The player |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #34 | Army unsuccessfully holds |
| Goal in context | Player orders an army unit to hold, but is unsuccessful. |
| Scope and level | After every adjudication in which a player has ordered an army to hold. |
| Preconditions | <ol style="list-style-type: none"> 1. Player owns an army unit. 2. Player wishes to hold an army unit in place. |
| Success End Condition | The hold order is not successful and the army unit is displaced from its original territory. |
| Failed End Condition | The hold order is processed, army unit is not displaced, successfully remains in its original territory. |
| Primary Actors | Army unit |
| Secondary Actors | None |
| Trigger | Player selects the 'hold' option for one of their army units and submits the move. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns an army unit. 2. Player selects the army unit they wish to order to hold. |

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| | <ol style="list-style-type: none"> 3. Player selects the 'hold' option. 4. Player submits their moves. 5. The army unit unsuccessfully holds and is displaced. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #35 | Fleet successfully holds |
| Goal in context | Player wants to order a fleet to hold. |
| Scope and level | After every adjudication in which a player has ordered a fleet to hold. |
| Preconditions | <ol style="list-style-type: none"> 1. Player owns a fleet unit. 2. Player wishes to hold a fleet unit in place. |
| Success End Condition | The hold order is processed, fleet unit is not displaced, successfully remains in its original territory. |
| Failed End Condition | The hold order is not successful and the fleet unit is displaced from its original territory. |
| Primary Actors | Fleet unit |
| Secondary Actors | None |
| Trigger | Player selects the 'hold' option for one of their fleet units and submits the move. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns a fleet unit. 2. Player selects the fleet unit they wish to order to hold. 3. Player selects the 'hold' option. |

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| | <ol style="list-style-type: none"> Player submits their moves. The fleet unit successfully holds and is not displaced. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #36 | Fleet unsuccessfully holds |
| Goal in context | Player orders a fleet unit to hold, but is unsuccessful. |
| Scope and level | After every adjudication in which a player has ordered a fleet to hold. |
| Preconditions | <ol style="list-style-type: none"> Player owns a fleet unit. Player wishes to hold a fleet unit in place. |
| Success End Condition | The hold order is not successful and the fleet unit is displaced from its original territory. |
| Failed End Condition | The hold order is processed, fleet unit is not displaced, successfully remains in its original territory. |
| Primary Actors | Fleet unit |
| Secondary Actors | None |
| Trigger | Player selects the 'hold' option for one of their fleet units and submits the move. |
| DESCRIPTION | <ol style="list-style-type: none"> Player owns a fleet unit. Player selects the fleet unit they wish to order to hold. Player selects the 'hold' option. Player submits their moves. The fleet unit unsuccessfully holds and is displaced. |

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| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #37 | Fleet convoys army into unoccupied space. |
| Goal in context | Player orders a fleet unit to convoy an army unit. |
| Scope and level | After every adjudication in which a player has ordered a fleet to convoy an army. |
| Preconditions | <ol style="list-style-type: none"> 1. Player owns a fleet unit. 2. Player wishes to order a fleet unit to convoy an army unit. |
| Success End Condition | The army unit is successfully convoyed. |
| Failed End Condition | The army unit is unsuccessfully convoyed and remains in its original territory. |
| Primary Actors | One or more fleet units |
| Secondary Actors | An army unit to be convoyed |
| Trigger | Player selects the 'convoy' option for one of their fleet units and submits the move. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns a fleet unit. 2. Player selects an adjacent army unit they wish to convoy. 3. Player selects the 'convoy' option. 4. Player submits their moves. 5. The army unit is successfully conveyed to the desired territory. |

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| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #38 | Fleet convoys army into occupied space. |
| Goal in context | Player orders a fleet unit to convoy an army unit. |
| Scope and level | After every adjudication in which a player has ordered a fleet to hold. |
| Preconditions | <ol style="list-style-type: none"> 1. Player owns a fleet unit. 2. Player wishes to order a fleet unit to convoy an army unit. |
| Success End Condition | The army unit is unsuccessfully convoyed and remains in its original territory. |
| Failed End Condition | The army unit is convoyed. |
| Primary Actors | One or more fleet units |
| Secondary Actors | An army unit to be convoyed |
| Trigger | Player selects the 'convoy' option for one of their fleet units and submits the move. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns a fleet unit. 2. Player selects an adjacent army unit they wish to convoy. 3. Player selects the 'convoy' option. 4. Player submits their moves. 5. The desired territory is occupied. The army unit is unsuccessfully convoyed and remains in place. |
| EXTENSIONS | None |

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| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 5 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #39 | Army retreats |
| Goal in context | An army unit retreats into an unoccupied adjacent territory. |
| Scope and level | After every adjudication in which an army unit has been successfully attacked. |
| Preconditions | <ol style="list-style-type: none"> 1. An army unit has been successfully attacked. 2. The player wishes to retreat the army unit to an unoccupied adjacent territory. |
| Success End Condition | The retreat order is successful and the army unit retreats. |
| Failed End Condition | The retreat order is unsuccessful and the army unit remains. |
| Primary Actors | Army unit |
| Secondary Actors | None |
| Trigger | Player submits a 'retreat' order for their army unit. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns an army unit. 2. The army unit has been successfully attacked. 3. There is an unoccupied land or coastal territory adjacent to the attacked army unit. 4. Player selects the 'retreat' option. 5. Player specifies the adjacent territory in which to retreat the army unit. 6. Player submits their moves. 7. The army unit successfully retreats into the desired territory. |
| EXTENSIONS | None |

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| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #40 | Army disbands |
| Goal in context | An army unit disbands. |
| Scope and level | After every adjudication in which an army unit has been successfully attacked. |
| Preconditions | <ol style="list-style-type: none"> 1. An army unit has been successfully attacked. 2. There are no unoccupied adjacent territories. |
| Success End Condition | The disband order is successful and the army unit retreats to an adjacent territory. |
| Failed End Condition | The retreat order is unsuccessful and the army unit remains in place or moves to an unauthorized territory. |
| Primary Actors | Army unit |
| Secondary Actors | None |
| Trigger | Player submits a 'disband' order for their army unit. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns an army unit. 2. The army unit has been successfully attacked. 3. There are no unoccupied land or coastal territory adjacent to the attacked army unit. 4. Player selects the 'disband' option. 6. Player submits their moves. 7. The army unit successfully disbands. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |

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| Priority: | 3 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #41 | Fleet retreats |
| Goal in context | A fleet unit retreats into an unoccupied adjacent territory. |
| Scope and level | After every adjudication in which a fleet unit has been successfully attacked. |
| Preconditions | <ol style="list-style-type: none"> 1. A fleet unit has been successfully attacked. 2. The player wishes to retreat the fleet unit to an unoccupied adjacent territory. |
| Success End Condition | The retreat order is successful and the fleet unit retreats to an adjacent territory. |
| Failed End Condition | The retreat order is unsuccessful and the fleet unit remains in place or moves to an unauthorized territory. |
| Primary Actors | Fleet unit |
| Secondary Actors | None |
| Trigger | Player submits a 'retreat' order for their fleet unit. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns a fleet unit. 2. The fleet unit has been successfully attacked. 3. There is an unoccupied ocean or coastal territory adjacent to the attacked fleet unit. 4. Player selects the 'retreat' option. 5. Player specifies the adjacent territory in which to retreat the fleet unit. 6. Player submits their moves. 7. The fleet unit successfully retreats into the desired territory. |
| EXTENSIONS | None |

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| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #42 | Fleet disbands |
| Goal in context | A fleet unit disbands. |
| Scope and level | After every adjudication in which a fleet unit has been successfully attacked. |
| Preconditions | <ol style="list-style-type: none"> 1. A fleet unit has been successfully attacked. 2. There are no unoccupied adjacent territories. |
| Success End Condition | The disband order is successful and the fleet unit retreats to an adjacent territory. |
| Failed End Condition | The retreat order is unsuccessful and the fleet unit remains in place or moves to an unauthorized territory. |
| Primary Actors | Fleet unit |
| Secondary Actors | None |
| Trigger | Player submits a 'disband' order for their fleet unit. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player owns a fleet unit. 2. The fleet unit has been successfully attacked. 3. There are no unoccupied ocean or coastal territory adjacent to the attacked fleet unit. 4. Player selects the 'disband' option. 5. Player submits their moves. 6. The fleet unit successfully disbands. |
| EXTENSIONS | None |

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| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Low |
| Frequency | Often |
| OPEN ISSUES | None |
| Due Date | 05/09 |

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| Use Case #43 | Player attempts to move fleet into a landlocked space |
| Goal in context | Player will not be able move a fleet to a landlocked space |
| Scope and level | Affects the player making the move |
| Preconditions | Player has a fleet that can move |
| Success End Condition | Player is notified of the illegal move and it is cancelled |
| Failed End Condition | Player is able to move fleet to a landlocked space |
| Primary Actors | Fleet unit |
| Secondary Actors | Landlocked space |
| Trigger | Player clicks on the “Move” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the fleet unit they wish to move 2. Player clicks on the “Move” Icon 3. Player chooses landlocked space they would like to move to. 4. Player is notified of an illegal move and the move is not implemented. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 6 |
| Performance | Instantaneous |

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| Frequency | Dependent on the level of game sense of the player |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #44 | Player attempts to attack a landlocked space with a fleet |
| Goal in context | Player will not be able to attack the landlocked space |
| Scope and level | Affects the player making the move |
| Preconditions | Player has a fleet that can move |
| Success End Condition | Player is notified of the illegal move and it is cancelled |
| Failed End Condition | Player is able to attack landlocked space with a fleet |
| Primary Actors | Fleet unit |
| Secondary Actors | Occupied landlocked space |
| Trigger | Player clicks on the “Move” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the fleet unit they wish to move 2. Player clicks on the “Move” Icon 3. Player chooses occupied landlocked space they would like to attack. 4. Player is notified of an illegal move and the move is not implemented. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 6 |
| Performance | Instantaneous |

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| Frequency | Dependent on the level of game sense of the player |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #45 | Player attempts to move army into ocean space |
| Goal in context | Player will not be able move an army unit to an ocean space |
| Scope and level | Affects the player making the move |
| Preconditions | Player has an army unit that can move |
| Success End Condition | Player is notified of the illegal move and it is cancelled |
| Failed End Condition | Player is able to move army unit to an ocean space |
| Primary Actors | Army unit |
| Secondary Actors | Ocean space |
| Trigger | Player clicks on the “Move” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the unit they wish to move 2. Player clicks on the “Move” Icon 3. Player chooses ocean space they would like to move to. 4. Player is notified of an illegal move and the move is not implemented. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 6 |
| Performance | Instantaneous |
| Frequency | Dependent on the level of game sense of the player |

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| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #46 | Player attempts to attack an occupied ocean space with an army |
| Goal in context | Player will not be able to attack the ocean space |
| Scope and level | Affects the player making the move |
| Preconditions | Player has an army adjacent to an ocean space that can move |
| Success End Condition | Player is notified of the illegal move and it is cancelled |
| Failed End Condition | Player is able to attack ocean space with an army |
| Primary Actors | Army unit adjacent to ocean space |
| Secondary Actors | Occupied ocean space |
| Trigger | Player clicks on the “Move” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the army unit they wish to move 2. Player clicks on the “Move” Icon 3. Player chooses occupied ocean space they would like to attack. 4. Player is notified of an illegal move and the move is not implemented. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 6 |
| Performance | Instantaneous |
| Frequency | Dependent on the level of game sense of the player |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #47 | Player attempts to move an army into a non-adjacent space |
| Goal in context | Player will not be able to move the space |
| Scope and level | Affects the player making the move |
| Preconditions | Player has an army that is able to move |
| Success End Condition | Player is notified of the illegal move and it is cancelled |
| Failed End Condition | Player is able to move the army to non-adjacent space |
| Primary Actors | Army unit |
| Secondary Actors | Non-adjacent land space |
| Trigger | Player clicks on the “Move” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the army unit they wish to move 2. Player clicks on the “Move” Icon 3. Player chooses non-adjacent land space they would like to move to. 4. Player is notified of an illegal move and the move is not implemented. |
| EXTENSIONS | None |
| SUB-VARIATIONS | Army attacks non-adjacent space |
| RELATED INFORMATION | None |
| Priority: | 6 |
| Performance | Instantaneous |
| Frequency | Dependent on the level of game sense of the player |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #48 | Player attempts to move a fleet into a non-adjacent space |
| Goal in context | Player will not be able to move into the space |
| Scope and level | Affects the player making the move |
| Preconditions | Player has a fleet that is able to move |
| Success End Condition | Player is notified of the illegal move and it is cancelled |
| Failed End Condition | Player is able to move the army to non-adjacent space |
| Primary Actors | Fleet unit |
| Secondary Actors | Non-adjacent ocean or coastal space |
| Trigger | Player clicks on the “Move” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the fleet unit they wish to move 2. Player clicks on the “Move” Icon 3. Player chooses non-adjacent ocean or coastal space they would like to move to. 4. Player is notified of an illegal move and the move is not implemented. |
| EXTENSIONS | None |
| SUB-VARIATIONS | Fleet attacks a non-adjacent space |
| RELATED INFORMATION | None |
| Priority: | 6 |
| Performance | Instantaneous |
| Frequency | Dependent on the level of game sense of the player |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case # 49 | Player attempts to convoy a fleet |
| Goal in context | Player will not be able to move to convoy a fleet |
| Scope and level | Affects the player making the move |
| Preconditions | Player has a ocean-bound fleet |
| Success End Condition | Player is notified of the illegal move and it is cancelled |
| Failed End Condition | Player is able to convoy the fleet |
| Primary Actors | Oceanbound fleet unit |
| Secondary Actors | Adjacent fleet unit |
| Trigger | Player clicks on the “Convoy” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the fleet unit they wish to perform the convoy 2. Player clicks on the “Convoy” Icon. 3. Player chooses a fleet to be convoyed. 4. Player is notified of an illegal move and the move is not implemented. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 6 |
| Performance | Instantaneous |
| Frequency | Dependent on the level of game sense of the player |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #50 | Player attempts to use an army to convoy |
| Goal in context | Player will not be able to perform the convoy |
| Scope and level | Affects the player making the move |
| Preconditions | Player has two army units, at least one of which can move |
| Success End Condition | Player is notified of the illegal move and it is cancelled |
| Failed End Condition | Player is able to use an army to convoy |
| Primary Actors | Army unit |
| Secondary Actors | Army unit |
| Trigger | Player clicks on the “Convoy” Icon |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player highlights the army unit they wish to perform the convoy 2. Player clicks on the “Convoy” Icon 3. Player is notified of an illegal move and the move is not implemented. |
| EXTENSIONS | None |
| SUB-VARIATIONS | Player wants to convoy a fleet with an army |
| RELATED INFORMATION | None |
| Priority: | 6 |
| Performance | Instantaneous |
| Frequency | Dependent on the level of game sense of the player |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #51 | Player sends message |
| Goal in context | Player will see their message appear in the message history |
| Scope and level | Allows player to communicate with other players |
| Preconditions | <ol style="list-style-type: none"> 1. Player is currently in the game session. 2. The text history is available to the Player. 3. The Player is able to type into a text field. |
| Success End Condition | The message is stored in the global chat |
| Failed End Condition | The message does not get sent to global text chat |
| Primary Actors | Sender |
| Secondary Actors | Global chat history |
| Trigger | Player hits the ENTER key or Send button next to text field |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player places a caret into the text field 2. Player enters a message 3. Player clicks Send or hits the ENTER key 4. The text field is erased |
| EXTENSIONS | All player receive message |
| SUB-VARIATIONS | A message is sent to a specific player |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Within 10 seconds |
| Frequency | Often during Diplomatic phase |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #52 | Player receives message |
| Goal in context | Player will see messages sent to them by other players in the message history |
| Scope and level | All players will see others' messages |
| Preconditions | <ol style="list-style-type: none"> 1. Player is currently in the game session. 2. The text history is available to the Player. 3. A message is sent to global message queue. |
| Success End Condition | The message queue is showing other people's messages |
| Failed End Condition | The message queue is blank and does not respond |
| Primary Actors | All players |
| Secondary Actors | Sendeers |
| Trigger | A event raises in the message queue when a message is sent that dispatches an update to all players. |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player places a caret into the text field 2. Player enters a message 3. Player clicks Send or hits the ENTER key 4. The text field is erased |
| EXTENSIONS | All player receive message |
| SUB-VARIATIONS | A message is sent to a specific player |
| RELATED INFORMATION | None |
| Priority: | 3 |
| Performance | Within 10 seconds |
| Frequency | Anytime a player sends a message |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |

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| Subordinates | None |
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| Use Case #53 | Player surrenders |
| Goal in context | Player forfeits the games, removing participation |
| Scope and level | All players will see others' messages |
| Preconditions | Player is currently in the game session. |
| Success End Condition | <ol style="list-style-type: none"> 1. Player can still spectate the game 2. Player cannot make orders 3. Player units will still be present on the board 4. The game will show that the Player has forfeited |
| Failed End Condition | <ol style="list-style-type: none"> 1. Player will still be responsible for moving pieces 2. The flow of the game may be stalled |
| Primary Actors | Forfeiter |
| Secondary Actors | None |
| Trigger | The player selects a setting to "Forfeit" |
| DESCRIPTION | <ol style="list-style-type: none"> 1. Player selects the setting to forfeit. 2. Player is prompted is they are REALLY sure they want to forfeit. 3. The pieces they controlled are no longer registered to them. 4. The system treats the units as an AI player. |
| EXTENSIONS | None |
| SUB-VARIATIONS | None |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Low |
| Frequency | Low |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |

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| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #54 | Player achieves a solo victory |
| Goal in context | Player wins the objective of Diplomacy |
| Scope and level | The game will end for all players |
| Preconditions | Player holds at least 18 supply stations |
| Success End Condition | <ol style="list-style-type: none"> 1. All players are notified of the Game Over 2. The name of the winner is announced 3. The game no longer continues 4. Players are unable to make moves 5. The season timer is retired |
| Failed End Condition | The game still proceeds |
| Primary Actors | Player (Winner) |
| Secondary Actors | All Players, Game |
| Trigger | The game detects that a player holds at least 18 supply centers |
| DESCRIPTION | <ol style="list-style-type: none"> 1. A component on screen announces that a player has won. |
| EXTENSIONS | None |
| SUB-VARIATIONS | Player shares n-way victory |
| RELATED INFORMATION | None |
| Priority: | 4 |
| Performance | Low |
| Frequency | Once |
| OPEN ISSUES | None |

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| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |

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| Use Case #55 | Player shares n-way |
| Goal in context | Player shares victory with 1 or more remaining players |
| Scope and level | The game will end for all players |
| Preconditions | <ol style="list-style-type: none"> 1. The players that want to share victory are still remaining 2. There are 2-4 players remaining |
| Success End Condition | <ol style="list-style-type: none"> 1. All players are notified of the Game Over 2. The names of the winners are announced 3. The game no longer continues 4. Players are unable to make moves 5. The season timer is retired |
| Failed End Condition | The game still proceeds |
| Primary Actors | Remaining Players |
| Secondary Actors | Eliminated Players, Game |
| Trigger | The game detects that all n remaining players agree to an n-way victory |
| DESCRIPTION | <ol style="list-style-type: none"> 1. A component on screen announces that multiple players have won. |
| EXTENSIONS | None |
| SUB-VARIATIONS | Player shares n-way victory |
| RELATED INFORMATION | None |
| Priority: | 5 |
| Performance | Low |

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| Frequency | Once |
| OPEN ISSUES | None |
| Due Date | 5/9/19 |
| ...any other management information | None |
| Superordinates | None |
| Subordinates | None |