

DeadWood Actors:

Player, System

DeadWood Use Cases:

_____ Use Case 1 _____

Goal: Work as an Actor

Actor: Tom

Pre-condition: Tom is on a role as an actor

Post-condition: Tom successfully attempted to Act

Trigger: It is tom's turn and the shot counter is not 0

MSS:

1. Tom rolls one six sided die
2. Tom adds his rehearsal points (*RH points*) to his dice roll
3. Tom's roll + RH points are above the current budget of the scene
4. Tom takes 2 credits
5. Tom advances the shot counter
6. Tom's turn ends

Termination outcome: Tom has attempted to play his scene

Extensions

3A. Tom's roll + RH points are below the current budget

1. Tom failed to roll above the current budget; advance to MSS step 6

5A. Tom takes off the last shot counter

1. Tom has then ended the scene and wapping up begins
2. Scene ends; advance to Use Case 8 (*finishing a scene*)

_____ Use Case 2 _____

Goal: Work as an extra

Actor: Tom

Pre-condition: Tom is on a role as an extra

Post-condition: Tom successfully attempted to play an extra

Trigger: It is tom's turn and the shot counter is not 0

MSS:

1. Tom rolls one six sided die
2. Tom adds his rehearsal points (*RH points*) to his dice roll
3. Tom's roll + RH points are above the current budget of the scene
4. Tom takes 1 dollar and 1 credit
5. Tom advances the shot counter

6. Tom's turn ends

Extensions

3A. Tom's roll + RH points are below the current budget

1. Tom failed to roll above the current budget
2. Tom takes 1 dollar; advance to MSS step 6

5A. Tom takes off the last shot counter

1. Tom has then ended the scene and wapping up begins
2. Scene ends; advance to Use Case 7 (*finishing a scene*)

_____ Use Case 3 _____

Goal: Rehearsing

Actor: Cole

Pre-condition: Cole is on a scene as an extra or actor

Post-Condition: Cole Successfully rehearsed a scene

Trigger: It is Cole's turn and the shot counter is not 0

MSS:

1. Cole chooses to rehearse the scene
2. Cole adds one rehearsal point (*RH points*) to his current amount
3. Coles turn ends

_____ Use Case 4 _____

Goal: Moving your character

Actor: Tom

Pre-condition: Tom is not in a current role

Post-Condition: Tom has successfully moved spaces

Trigger: It becomes Tom's turn

MSS:

1. Tom decides to move his character.
2. Tom then chooses to move his dice to one of the adjacent spaces from where he currently is.
3. Tom can then select a role.
4. Tom's turn ends

Termination outcome: Tom has moved his character's position on the board

Extensions

2a. Tom moves to an untouched scene

1. Tom flips over the scene card; return to MSS 3.

_____Use Case 5_____

Goal: Upgrade an actors rank

Actor: Tom

Pre-condition: Tom is not already rank 6

Post-Condition: Tom has upgraded his rank

Trigger: Tom is on the casting office space and it is his turn

MSS:

1. Tom chooses to upgrade his rank
2. Tom then can choose to upgrade his rank up to rank 6
3. Tom then pays the required money or credits to upgrade to rank x
4. Banker then records the money or credits tom spent
5. Tom then rotates his dice to show the x rank he moved to
6. Tom then continues or ends his turn

Termination outcome: Tom's rank has been upgraded to rank 1 or higher.

_____Use Case 6_____

Goal: Taking a role

Actor: Tom

Pre-condition: Tom is on a scene. Tom is not in a current role. Tom has a rank higher or equal to the role he takes

Post-Condition: Tom has successfully taken a role

Trigger: Tom is on a scene card

MSS:

1. Tom places his dice on the role he wants
2. Tom's turn ends

Termination outcome: Tom has taken a role on a scene

_____Use Case 7_____

Goal: Tallying up final score

Actor: Tom

Pre-condition: The 4th day has ended

Post-condition: The score has been counted and winners have been determined

Trigger: there is only one scene on the 4th day

MSS:

1. Tom has determined the last day has ended
2. The banker then counts the total number of points for each player where rank is 5 points and credits and money are one point each
3. The game ends with the player with the most score taking 1st place

Termination outcome: The score has been tallied

_____ Use Case 8 _____

Goal: Finishing a scene

Actor: Tom

Pre-condition: Tom is on a scene

Post-condition: The scene has been wrapped up and actors have been payed

Trigger: Shot counter on the scene has been moved to 0

MSS:

1. For each million in the budget of the movie a dice is rolled
2. Points are distributed among the players where the top dice rolls are distributed among the top actors on the scene
3. The highest dice is assigned to the best actor, the second highest dice is assigned to the second best actor and etc
4. When more dice are rolled than players on the scene the extra dice roll over back to the first ranked actor again.
5. For each number on the dice given to Tom he gets 1 dollar as an actor
6. The scene wraps up and ends

Extensions:

2A. Tom is an extra instead

1. Tom receives a payout equal to his role; return to MSS step 6

_____ Use Case 9 _____

Goal: End the day

Actor: Tom

Pre-condition: All other scenes on the board have finished except one.

Post condition: The day has ended, the board resets all cards and everyone starts back at the starting location.

Trigger: All scenes on the board have been completed and there remains one last scene.

MSS:

1. Tom finished the second to last scene on the board.
2. He completes his turn.
3. All other players complete their turns.
4. You are not on the 4th day so the board resets and all players are moved to the starting location.

Termination outcome: The day has ended and all players start at the starting location.

Extensions:

4A: You are on the 4th day, instead of resetting the board the game ends.

_____ Use Case 10 _____

Goal: Set up the board

Actor: Universal

Pre-condition: The board has not been set up yet, you have 2-6 players.

Post-condition: The board is set and ready to begin play.

Trigger: The very start of the game

MSS:

1. Place the 4 cards of the board into the basic arrangement.
2. Each player takes a die as their player and places their die in the Trailers.
3. All players start with a rank of 1.
4. Shuffle the scene cards
5. Place one card on each set on the board face down.
6. Determine who will go first at random
7. Start playing.

Termination outcome: The board is set and everyone has a die, as well as there are 4 face down cards on each scene section. You are ready to begin playing the game.