**Use Case name:** conscription

**Scope:** War civilization game

**Level:** User goals

**Primary Actor:** game player

**Stakeholders and Interests:**

Player: hope to increase the number of soldiers in the area he need, while increasing the number, try to reduce the negative impact on the area attribute.

**Preconditions**: the game situation can be initialized. There is enough money and people to maintain the army

**Success Guarantee**: the system can correctly calculate the forces of the next round, and allow players to mobilize forces

**Main success scenario**：

1. The player opens the game

2. Game initialization, display map, normal display of the current situation

3. Player's turn begins

4. Player select the area, recruitment options pop up, recruitment

5. End of round

6. Update the next round of regional military, financial and population data.

7. Show the situation of the next round correctly.

**Extensions**：

1.Recruitment failure due to player conditions

       (1) Lack of financial resources

       (2) There is a shortage of Recruitable people in the area

2.After the failure, the system will send out a reminder and ask to restart the operation of this round

The player asked for a pause

**Special Requirements**：none

**Technology and Data Variations List:** Mouse control

**Frequency of occurrence**: it only happens when the player implements it

**Miscellaneous**：none

**Use Case name:** taxation

**Scope:** War civilization game

**Level:** User goals

**Primary Actor:** game player

**Stakeholders and Interests:**

Player: I hope that I can increase my own money by taxing in my own area, while increasing my own money, try to reduce the negative impact on the regional attribute.

**Preconditions**: the game situation can be initialized, and the area belongs to your own side

**Success Guarantee**: the system can calculate the money of the next round correctly, and allow players to use money for other operations

**Main success scenario**：

1. The player opens the game

2. Game initialization, display map, normal display of the current situation

3. Player’s turn begin

4. Players select area, tax options pop up, adjust tax rate

5. End of round

6. Update the financial and population data of the region in the next round.

7. Show the situation of the next round correctly.

**Extensions**：

1.Recruitment failure due to player conditions

       (1) The area is not owned by the owner

       (2) The regional tax burden is too heavy

2.After the failure, the system will send out a reminder and ask to restart the operation of this round

The player asked for a pause

**Special Requirements**：none

**Technology and Data Variations List:** Mouse control

**Frequency of occurrence**: it only happens when the player implements it

**Miscellaneous**：none