Use Cases

Share Territories and Place Armies Initally

Use Case Name: Share Territories and Place Armies Initally

Use Case ID: UC-1

Scope: ConKUeror-Phase 1

Level: User Goal

Primary Actor: System

Stakeholders and Interests:

Player: Wants to share equally territories and armies related to number of players.

Developer: Wants to protect equality and balance in the game by sharing armies correctly.

Preconditions:

- Game should have just started.

Postconditions:

- Each Player should have equal number of armies.

- All enabled Territories must be claimed by players.

- All Armies should be placed.

Main Success Scenario:

1. Each Player have replaced their armies on the board

2. The Game begins so now it is in running mode so Turn phases will start and it will be on the player who got highest number

3. The Player who got the highest number at the beginning get access to do an action and so the action starts.

Extensions:

*a. Inadequate number of available territories:

   1.System shows an error message stating that there are insufficient territories for the given number of players.

   2. Players modify the quantity of territories or players to fulfill the

1a. Unfinished army deployment:

   1. System identifies that a player has not positioned all their armies.

   2. System asks the player to position the outstanding armies before advancing to the subsequent turn.

      2a.Incorrect territory selection:

         1. Player tries to position an army on an invalid or already claimed territory.

2. System exhibits an error message and instructs the player to pick a valid territory.

Technology and Data Variations List:

- Player uses mouse

Frequency of Occurrence:

- In every start phase of the game. So this will be per game once.

Pause/Resume Game

Use Case Name: Pause/Resume Game

Use Case ID: UC-2

Scope: ConKUeror-Phase 1

Level: User-goal

Primary Actor: Player

Stakeholders and Interests:

Player: Should be able to Pause (stop) and Resume (continue) the game anytime.

Preconditions:

- Game must be open
- Game must be already set up.

Postconditions:

- Game stops or resume

Main Success Scenario:

1. Game succesfully stops and the player who has the turn wait the resume response.
2. Game succesfully resumes and the player who had the turn continues to play.

Extensions:

***a.** The game application crashes or unexpectedly closes:

1. Notify player(s) that the game state cannot be restored due to no save functionality upon relaunch.

1**a.** Player accidentally presses Pause button while the game is already paused:

1. Ignore additional pause requests.

2**a.** Player attempts to resume while another player is paused:

1. Notify player they cannot resume until the player who paused the game resumes.

Frequency of Occurrence:

- In every phase of the game players should be able to game and also resume it.

Game Setup

Use Case Name: Game Setup

Use Case ID: UC-3

Scope: ConKUeror-Phase 1

Level: User-goal

Primary Actor: System

Stakeholders and Interests:

Player: Should be able determine their name and number of total players, and also chose a color.

Developer: Should associate the color with the certain player and also present available player counts.

Preconditions:

- Game should have just started.

Postconditions:

- Every player has a unique color and name attached with their army.

- Number of player should be fixed

Main Success Scenario:

1. Game should show appropriate conditions like max and min number of players and also shows possible colors which is not already taken.

2. Game succesfully resume and the player who had the turn continues to play.

Extensions:

*a. Invalid input for player name, color, or count:

1. Display an error message and prompt the user to correct the input.

2. Do not allow the game to start until valid inputs are provided.

*b. A player attempts to choose a color that is already taken:

1. Notify the player that the color is unavailable.

2. Prompt the player to select a different color.

*c. The maximum number of players has been reached:

1. Notify the player that no more players can be added.

2. Disable the option to add more players.

3. Also may set the count to a fix number

Special Requirements:

- Players should be able to easily navigate and understand the setup options.

- The game should store player preferences, such as names and colors, for future sessions.

- Tutorial for help button occurs which shows the detail information about the game in a label when pressed.

Frequency of Occurrence:

- The game should have launched succesfully and it should per game and at the start of each game.

Enable/Disable Mode

Use Case Name: Enable/Disable Mode

Use Case ID: UC-4

Scope: ConKUeror-Phase 1

Level: User-goal

Primary Actor: System

Stakeholders and Interests:

Player: Should be able to disable and enable some territories/continents according to their preferences.

Developer: Should determine the limitations and implement the feature to disable and enable territories.

Preconditions:

- Game should be in building mode.

Postconditions:

- The disabled territories will no longer be available for play.

- The disabled territories will not be distributed by the game.

Main Success Scenario:

1. Player requests to enable or disable certain territories.
2. System checks for any limitations or restrictions.
3. System enables or disables the requested territories accordingly.
4. Players continue to play with the updated territory settings.

Extensions:

1-2a. Player requests to disable too many territories or violate any predefined limitations:

1. System displays an error message notifying the player about the limitation.
2. System does not apply the changes.

Frequency of Occurrence:

- Occurs when players want to customize the territories during the building mode.

Use Territory Card

Use Case Name: Use Territory Card

Use Case ID: UC-5

Scope: ConKUeror-Phase 1

Level: User-goal

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to use the territory card to gain bonus armies or special abilities during the game.

Developer: Wants to ensure that the territory card functions as intended and does not cause any issues in the game.

Preconditions:

- Player must have a territory card in their possession.

- Player must be in the reinforcement phase of their turn.

Postconditions:

- Player gains bonus armies or special abilities as specified by the territory card.

- The used territory card is removed from the player's possession.

Main Success Scenario:

1. Player selects the "Use Territory Card" option.

2. System displays a list of available territory cards.

3. Player selects the desired territory card to use.

4. System applies the bonus armies or special abilities as specified by the territory card.

5. The used territory card is removed from the player's possession.

Extensions:

3a. The selected territory card is not valid or has already been used:

   1. System displays an error message notifying the player that the card cannot be used.

3b. The player does not have any territory cards:

   1. System displays an error message notifying the player that there are no available cards.

4a. The reinforcement phase has ended:

   1. System displays an error message notifying the player that the card can only be used during the reinforcement phase.

Frequency of Occurrence:

- Occurs when a player has a territory card and wants to use it during the reinforcement phase of their turn.

- The frequency depends on how often players obtain territory cards during the game.

Exchange Armies

Use Case Name: Exchange Armies

Use Case ID: UC-6

Scope: ConKUeror-Phase 1

Level: User-Goal

Primary Actor: Player

Stakeholders and Interests:

Player: Should be able to change their armies' quantities and qualities for given strategic situation.

Preconditions:

- Game must be on.

- User must have enough armies to do the exchange.

Postconditions:

- User successfully exchanges the armies soldier distribution.

Main Success Scenario:

1. Player decides to change their existing troops.

2. Player either increases its army size sacrificing a superior army troop or player sacrifices army size and changes less significant peace to superior piece.

Extensions:

***a**. Player cancels the exchange before confirmation.

    1. The system cancels the exchange, and the troops remain the same.

2**a**. Player does not have enough troops to exchange.

    1. Request is ignored, and troops do not change.

Frequency of Occurrence:

- Every time the user who has to turn wants to exchange the troops in order to distribute its armies or launch an offense.

Decide Player Order

Use Case Name: Decide Player Order

Use Case ID: UC-7

Scope: ConKUeror-Phase 1

Level: User-goal

Primary Actor: Player

Stakeholders and Interests:

Player: All players roll a die the user who gets the highest number starts the round. Once the first player is decided loop continues until player order is determined.

Developer: Wants to ensure that the die roll functions as intended and does not cause any issues in the game.

Preconditions:

- Game must be initialized.
- Number of players must be valid and determined.

Postconditions:

- Player order is initialized.

Main Success Scenario:

1. Each player rolls a die.

2. The player with the highest roll goes first, followed by the second highest, and so on.

3. If more than one player gets the same highest value, they roll the die again until one player gets a greater value.

4. The order of play is established and communicated to all players.

Extensions:

***a**. Player disputes the result of the die roll:

    1. The players discuss the issue and decide to either reroll the dice or come to a mutual agreement.

*b. Technical issue occurs during the die roll:

    1. The system prompts the players to roll the die again.

4a. Player leaves the game after determining the order:

    1. The system adjusts the order of play accordingly.

Frequency of Occurrence:

- At the beginning of every game

- After game setup is completed.

Launch Offensive

Use Case Name: Launch Offensive

Use Case ID: UC-8

Scope: ConKUeror-Phase 1

Level: User-goal

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to gain additional land to win the game and crush their foes.

Developer: Wants to ensure that the offence functions as intended and does not cause any issues in the game.

Preconditions:

- Game must be started.

- Offensive and defensive player should be neighbors in the map.

- Offensive player must have armies.

- Armies should be in the border territory between offensive and defensive player.

- Total number of armies on that border territory must be greater in the offensive side at least by one.

Postconditions:

- Offensive player gains the territory if the attack is successful.

- Defensive player loses the territory if the attack is successful.

- The number of armies in the attacking and defending territories is updated based on the outcome of the attack.

Main Success Scenario:

1. Attacking player chooses the territory from which to launch the assault.

2. Attacking player picks the adjacent territory to target.

3. The system verifies if the attacking territory has a minimum of 2 armies and if the territories are directly connected.

4. The attacking player specifies the number of armies involved in the assault (maximum of 3 or the available armies - 1).

5. The defending player designates the number of armies for defense (maximum of 2 or the available armies).

6. The system rolls dice for both attacking and defending players, then compares the results.

7. The system calculates the battle outcome, modifies the number of armies in both territories, and alters the territory control if necessary.

Extensions:

1**a**. Attacking player selects an inappropriate territory for attack or defense:

    1. System shows an error message and requests the player to choose suitable territories.

2**a**. Attacking player lacks adequate armies for initiating an assault:

    1. System shows an error message and asks the player to choose a territory with enough armies.

Frequency of Occurence:

- Every time the player who has the turn that satisfies the conditions decides to launch an offence.

Conquer Territory

Use Case Name: Conquer Territory

Use Case ID: UC-9

Scope: ConKueror-Phase 1

Level: User Goal

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to add the territory to its countries lands.

Developer: Wants to meet that goal without any crashes occur.

Preconditions:

- Game must be on.
- User must have made an attack and be victorious.
- There shouldn't be any enemy armies left on the territory

Postconditions:

- The conquered territory gets added to the user.
- The former owner of the territory lost the territory

Main Success Scenario:

1. After a succesful attack user's troops enter the territory.
2. User obtains the territories card for the conquered territory.
3. The player who loses the territory loses armies on that specific territory.
4. Conqueror user choses how many troops to station on the conquered territory
5. Territories color changes to conqueror's color
6. User obtains the conquered territory card.

Extensions:

3**a**. Defense player has existing armies in the territory.

    1. Territory cannot be captured.

5a. Territory does not change colors after conquering occurs.

    1. Game crashes and must be restarted.

Frequency of Occurrence:

- Each time users makes a consecutive successful attack and demolishes enemy troops completely from a territory.

Use Army Card

Use Case Name: Use Army Card

Use Case ID: UC-10

Scope: ConKUeror-Phase 1

Level: User-goal

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to use the army card to gain advantage during the game.

Developer: Wants to ensure that the army card functions as intended and does not cause any issues in the game.

Preconditions:

- Player must have an army card in their possession.
- Player must be in a phase of their turn where the card can be used.

Postconditions:

- Player gains advantage or benefit as specified by the army card.
- The used army card is removed from the player's possession.

Main Success Scenario:

1. Player selects the "Use Army Card" option.
2. System displays a list of available army cards.
3. Player selects the desired army card to use.
4. System applies the advantage or benefit as specified by the army card.
5. The used army card is removed from the player's possession.

Extensions:

3a. The selected army card is not valid or has already been used:

    1. System displays an error message notifying the player that the card cannot be used.

3**b**. The player does not have any army cards:

    1. System displays an error message notifying the player that there are no available cards.

4a. The phase of the player's turn does not allow for the use of army cards:

1. System displays an error message notifying the player that the card cannot be used in the current phase.

Frequency of Occurrence:

- Occurs when a player has an army card and wants to use it to gain advantage or benefit during their turn.

- The frequency depends on how often players obtain army cards during the game.

Pick & Use Chance Card

Use Case Name: Pick & Use Chance Card

Use Case ID: UC-11

Scope: ConKUeror-Phase 1

Level: User-goal

Primary Actor: Player

Stakeholders and Interests:

Player: Must pick and use a chance card at the beginning of their turn to gain advantage during the game.

Developer: Wants to ensure that the chance card functions as intended and does not cause any issues in the game.

Preconditions:

- There must be chance cards available in the game.

- Player must be in the first phase of their turn where chance cards can be used.

- Player must draw a chance card before being able to use it.

Postconditions:

- Player gains advantage or benefit as specified by the chance card.

- The used chance card is removed from the player's possession.

Main Success Scenario:

1. Player draws a chance card at the beginning of their turn.

2. System displays the drawn chance card.

3. Player selects the "Use Chance Card" option.

4. System applies the advantage or benefit as specified by the chance card.

5. The used chance card is removed from the player's possession.

Extensions:

*a. The phase of the player's turn does not allow for the use of chance cards:

1. System displays an error message notifying the player that the card cannot be used in the current phase.

3a. The drawn chance card is not valid or has already been used:

1. System displays an error message notifying the player that the card cannot be used.

3**b**. There are no chance cards available:

1. System displays an error message notifying the player that there are no available cards.

Frequency of Occurrence:

- Occurs at the beginning of each player's turn when they draw a chance card and must use it to gain advantage or benefit during the game.

- The frequency depends on how many players there are in the game and how many chance cards are available.