



# Use Cases

## Share Territories and Place Armies Initially

**Use Case Name:** Share Territories and Place Armies Initially

**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.

## **Prepare For Attack**

**Use Case Name:** Prepare For Attack

**Use Case ID:** UC-12

**Scope:** ConKUeror-Phase 2

**Level:** User-goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Aims to initiate a confrontation but the intended area lacks an adequate military force; therefore, the player reallocates troops to the necessary territory.
- Developer: Strives to guarantee that if the player cannot embark on an attack, the phase switches automatically to territory fortification.

**Preconditions:**

- The player must have troops in the territories adjoining the intended region to strengthen the desired location.
- The game must be in progress.
- The player should be in the attacking phase of their gameplay turn.

**Postconditions:**

- The player's phase is automatically adjusted to territory fortification.
- The troop count in the targeted territory increases.

**Main Success Scenario:**

1. The player designates a territory where the available military forces are inadequate
2. The game system, recognizing the impossibility of an attack, transitions to the fortify phase.
3. The player boosts the army count in the target territory.

4. The player is now set to initiate an assault in the upcoming attack phase.

**Extensions:**

1a. Number of armies is sufficient enough

1. Game goes to launch an offense state.

2-3a. Player does not have any armies to fortify the wanted territory in the neighbor territories.

1. Turn of the player ends.

**Frequency of Occurrence:**

Every instance a player plans to initiate an offensive on a territory with deficient troops but possesses ample forces in the neighboring territories to enhance the strength of the intended area.

**End Turn**

**Use Case Name:** End Turn

**Use Case ID:** UC-13

**Scope:** ConKUeror-Phase 2

**Level:** User-Goal **Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Should be able to end their turn, allowing the next player to take their turn in the game.

**Preconditions:**

- Game must be on.
- It must be the player's turn.
- The owner of the turn, the player, can be in any phase.

**Postconditions:**

- Player's turn ends.
- The next player's turn begins.

**Main Success Scenario:**

1. Player can be in any phase in their turn.
2. Player selects the "End Turn" option.
3. The system acknowledges the player's action and ends the current player's turn.
4. The system transitions to the next player's turn in the game sequence.

**Extensions:**

\*a. A player who is not in their turn tries to end the turn

1. Displays an error message to user.

**Frequency of Occurrence:**

- Every time a player decides to end their turn during the game.

## **Save Game**

**Use Case Name:** Save

**Use Case ID:** UC-14

**Scope:** ConKUeror-Phase 2

**Level:** User-Goal **Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Should be able to save their current game state for later play.

**Preconditions:**

- The game should be actively ongoing.

**Postconditions:**

- The game's existing progress is successfully stored for subsequent access.

**Main Success Scenario:**

1. The player elects to store the current progress of their game.
2. The player selects the option "Save Game".
3. If necessary, the system requests the player to assign a name for the save.
4. The system affirms the action and secures the current game progress under the specified name.

**Extensions:**

\*a. No memory left in computer.

1. Player needs to delete some files to open memory in the computer.

3a. Trying to save the game with already existing name.

1. System asks to enter a new name.

**Frequency of Occurrence:**

- Takes place whenever a player desires to preserve their ongoing game or resume a previously saved game.

## **Load Game**

**Use Case Name:** Load

**Use Case ID:** UC-15

**Scope:** ConKUeror-Phase 2

**Level:** User-Goal **Primary Actor:** Player

**Stakeholders and Interests:**

Player: Should be able to load a previously saved game state to continue their gameplay.

**Preconditions:**

- At least one saved game state must be available.

**Postconditions:**

- The chosen saved game state is effectively loaded.

**Main Success Scenario:**

1. *The player decides to continue from a saved game.*
2. *The player picks the "Load Game" option.*
3. *The system offers a list of all saved games.*
4. *The player chooses the desired saved game to load.*
5. *The system effectively imports the chosen game state, allowing the gameplay to resume.*

**Extensions:**

1a. There is no saved game.

1. Player starts a new game

2-5a. Computer could not be able to retrieve saved game.

1. Prints couldn't load game.
2. Starts a new game.

**Frequency of Occurrence:**

- Takes place whenever a player desires to preserve their ongoing game or resume a previously saved game.