Illuminati: The Game of Conspiracy Usecases

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| ID | BR - 0 (Basic Rules - 0) |
| Title | This is the goal of the usecase |
| Description | Describe the goal and context of this use case. This can be longer and also multiple lines |
| Primary Actor | The person who will be interacting with this usecase (the current player) |
| Stakeholders | Who will be affected and has an investment in this usecase (other players) |
| Trigger | What caused this usecase to be initiated. |
| Preconditions | Describe the state of the situation before the first event in this usecase |
| Postconditions | Describe the state of the situation after all the events in this usecase |
| Main Success Scenario | 1. The flow of events of from the preconditions to the postconditions, where nothing goes wrong 2. Can be numbered like this |
| Extensions | 1. Describe all other scenarios that can happen during this usecase 2. Things that can go wrong 3. Can be numbered also |
| Frequency of Use | How often this will happen (ex. Start of every turn, during attacks, etc.) |
| Status | Approved or Pending Review (or leave blank and I’ll look it over) |
| Owner | Your initials here |

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| ID | BR-1 (Basic Rules - 1) |
| Title | Start of the Game |
| Description | The game starts and the player begins with a single Illuminati card |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player wants to play the game |
| Preconditions | Player wants to play the game |
| Postconditions | Player begins with a single Illuminati card in their hand |
| Main Success Scenario | 1. The game begins with the player having a single Illuminati card in their hand |
| Extensions | 1. The player decides not to play. |
| Frequency of Use | Once, at the start of the game |
| Status | Approved |
| Owner | NM |

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| ID | BR - 2 (Basic Rules - 2) |
| Title | End of the Game (Win) |
| Description | The game ends with the player controlling enough groups or fulfilling specific Illuminati goal. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player controlled enough groups or fulfilled specific Illuminati goal |
| Preconditions | Player did not control enough groups or met the Illuminati goal requirements |
| Postconditions | Player wins the game |
| Main Success Scenario | 1. Player manages to control enough groups through cards 2. Player manages to meet Illuminati requirements through cards |
| Extensions | 1. Player gets interrupted or attacked by another player 2. Player loses control of groups due to other players |
| Frequency of Use | Often, during attacks and interruptions |
| Status | Pending Review |
| Owner | NM |