King of Tokyo: Use Cases

Document Version Number: 2.0

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Use Case #1: Launch the game

Actor: User (Player)

Pre-Condition: KingOfTokyo.exe has been downloaded and saved on a personal computer.

Post-Condition: King of Tokyo's main menu is displayed.

Events:

1. User clicks on executable file.
   a. System opens the executable file
   b. System displays the main menu

Extensions:

None

~~**Use Case #2: Save the game**~~

~~Actor: User (Player)~~

~~Pre-Condition: The user is already engaged in a game.~~

~~Post-Condition: The current state of the game is saved in KoTSS.txt.~~

~~Events:~~

~~1. User pauses the game~~

   ~~a. System opens the Pause Menu~~

~~2. User selects the Save option~~

   ~~a. System saves the game state in KoTSS.txt~~

~~Extensions:~~

~~1a - 2a: User selects the Save option again~~

   ~~1. The previous KoTSS.txt gets overwritten with the current save state of the game~~

~~**Use Case #3: Load the game**~~

~~Actor: User (Player)~~

~~Pre-Condition: There exists a KoTSS.txt with data~~

~~Post-Condition: Loads a previous save state from KoTSS.txt if available~~

~~Events:~~

~~1. User is on the main menu~~

~~2. User selects the Load option~~

   ~~a. System checks KoTSS.txt to see if there is any data to load~~

~~Extensions:~~

~~1a - 2a: User selects the Load option without having a KoTSS.txt~~

   ~~1. The system displays a message notifying the user that there is no save state to load~~

Use Case #4: Select main menu options

Actor: User (Player)

Pre-Condition: KingOfTokyo.exe has been opened

Post-Condition: Proceeds with a certain action depending on what option is pressed

Events:

1. User is on the main menu
2. User selects one of the main menu options
   a. System performs a certain action depending on the option chosen

Extension:

1a - 2a: User selects the Play option:

1. System initializes game systems and sets up the board

1b - 2b: User selects the Load option:

1. System checks KoTSS.txt to see if there is any data to load

1c - 2c: User selects the Exit option:

1. System closes the program

1d - 2d: User selects the Help option

1. System displays the rules for King of Tokyo

Use Case #5: Select character

Actor: User (Player)

Pre-Condition: The user has selected the Play option on the main menu

Post-Condition: User selects 1 out of the 6 playable characters.

Events:

1. User is on the character select menu
2. User selects 1 of the 6 playable characters
   a. System loads the character data for the selected character

Extension:

1a - 2a: User selects Character #1

1. System loads character data for Character #1

1b - 2b: User selects Character #2

1. System loads character data for Character #2

1c - 2c: User selects Character #3

1. System loads character data for Character #3

1d - 2d: User selects Character #4

1. System loads character data for Character #4

1e - 2e: User selects Character #5

1. System loads character data for Character #5

1f - 2f: User selects Character #6

1. System loads character data for Character #6

Use Case #6: Select number of players

Actor: User (Player)

Pre-Condition: User has already selected their character

Post-Condition: User selects to play with 1 to 5 opponents

Events:

1. User is on the character select menu
2. User selects 1 to 5 opponents to play with
   a. System loads 1 to 5 opponents to participate in the game

Extensions:

1a - 2a: User selects 1 opponent
1. System loads char. data for 1 opponent

1b - 2b: User selects 2 opponents
1. System loads char .data for 2 opponents

1c- 2c: User selects 3 opponents
1. System loads char. data for 3 opponents

1d - 2d: User selects 4 opponents
1. System loads char. data for 4 opponents

1e - 2e: User selects 5 opponents
1. System loads Opponent data for 5 opponents

~~Use Case #7: Select difficulty~~

~~Actor: User (Player)~~

~~Pre-Condition: User has selected how many Opponents will be participating in the game~~

~~Post-Condition: User selects the difficulty of all the Opponents.~~

~~Events:~~

~~1. User is on the Opponent Difficulty menu~~
~~2. User selects Easy or Hard~~
   ~~a. System loads data for difficulty for Opponents~~

~~Extensions:~~

~~1a - 2a: User selects Easy difficulty~~
~~1. System loads data for Easy difficulty for Opponents~~

~~1b - 2b: User selects Hard difficulty~~
~~1. System loads data for Hard difficulty for Opponents~~

Use Case #8: Set up game systems

Actor: System

Pre-Condition: The user has selected their character, number of opponents / ~~difficulty~~ has been determined

Post-Condition: System loads the necessary game systems

Events:

1. System sets up the game systems
   a. Dice for all players
   b. Power Cards
   c. Victory Points
   d. Energy Cubes
   e. Green Dice
   f. Tokens
   g. Victory Point Counter
   h. Life Points

Extensions:

None

Use Case #9: Set up game board

Actor: System

Pre-Condition: The game systems have been initialized

Post-Condition: System loads the board with the necessary game systems.

Events:

1. System sets up the board
   a. Graphic of the map
   b. Graphic for each player

Extensions:

1a: The game has 5 or 6 players

   1. Tokyo Bay is added to the game board with the same functionalities as Tokyo City

Use Case #10: First roll to determine turn order

Actor: User (Player), System

Pre-Condition: The game board has been set up

Post-Condition: User rolls the 6 black dice. Highest roll goes first, descending to the lowest roll.

Events:

1. User rolls the 6 black dice
   a. System records the total number of Smash symbols face up
2. Other 1 to 5 opponents roll the 6 black dice
   a. System records the total number of Smash symbols face up for each opponent

3. System applies turn order starting at the highest roll, descending to the lowest roll

Extensions:

1a: Two or more players have rolled the same total amount of Smash die faces.

1. System identifies the players for rerolling
2. System directs selected players to roll again
3. System orders each selected player in descending order
4. System adds each player to the original descending order list if their rolls are unique
5. Repeat steps 1a.-1d until all players have rolled unique values
6. Rejoin Step 3

Use Case #11: Player roll dice

Actor: User (Player)

Pre-Condition: The roll order has been determined

Post-Condition: User roll the dice to determine action.

Events:

1. User rolls the 6 Black Dice
   a. System records current values of the dice
2. User finishes rolling

Extensions:

1a: User on 1st roll

1. User can also roll the 1 or 2 Green Dice if certain Power Card is in their deck
2. If User is satisfied with dice values, rejoin Step 2

1b: User on 2nd roll

1. User can keep favorable dice values from previous roll and reroll the remaining
2. If User is satisfied with new dice values, rejoin Step 2

1c: User on 3rd roll

1. User can keep favorable dice values from previous roll and reroll the remaining
2. Favorable dice values kept in the the 2nd roll can be rerolled if desired
3. Rejoin Step 2

Use Case #12: Player resolve dice

Actor: User (Player), System

Pre-Condition: User has finished rolling phase

Post-Condition: User resolves dice in any order

Events:

1. System determines actions for User based on dice values

Extensions:

1a: Dice value is a Victory Point symbol

1. If roll is a three-of-a-kind of 1, 2, or 3, gain as many Victory Points as the number

2. Each additional die rolled with the same value gains 1 additional Victory Point
3. User gains the respective amount of Victory Points

1b: Dice value is an Energy symbol

1. User gains respective amount of Energy Cubes based on how many Energy symbols are face up

1c: Dice value is a Smash symbol

1. User damages players for 1 Life Point for every Smash symbol that is face up

1d: Dice value is a Heal symbol

1. User gains 1 Life Point for every Heal symbol that is face up

Use Case #13: Player enters Tokyo City

Actor: User (Player)

Pre-Condition: No one is in Tokyo City

Post-Condition: User enters Tokyo City

Events:

1. Tokyo City is unoccupied
    a. On User turn, they must enter Tokyo City
    b. System updates the game board to show who is in Tokyo City

Extensions:

1a: After determining roll order, the first player must enter Tokyo City

1. The first User rolls the 6 black dice
2. User enters Tokyo City

1b: User in Tokyo City rolls a Smash symbol

1. Since neither User or Opponent starts in Tokyo City, rolling a Smash has no effect

1c: If there are 5 or 6 players and Tokyo City is already occupied, Tokyo Bay is used as another location to take control of

1. One User is already occupying Tokyo City
2. Another User rolls the 6 black dice
3. User enters Tokyo Bay

Use Case #14: Player buys power cards

Actor: User (Player)

Pre-Condition: User chooses to purchase a Power Card

Post-Condition: User buys a Power Card

Events:

1. User browses the Power Cards on the board
2. User selects a card to purchase
    a. System reduces the User's Energy Cubes by the card's Energy cost.
3. User obtains the card and keeps it for personal use.

       a. System replaces the card removed from the board with another card from the top of the deck.

  4. User finishes browsing the Power Cards

Extensions:

1a: User chooses to sweep current Power Cards on the board

  1. System checks if User has 2 Energy Cubes to sweep

       a. If the User does not have 2 Energy Cubes, rejoin Step 1

  2. System reduces User Energy Cubes by 2

  3. All current cards on the board are discarded

  4. 3 Power Cards replace the discarded cards and are displayed face up on the board

       a. Rejoin Step 1

2b: User does not have enough Energy Cubes to purchase a Power Card

  1. If the User does not have enough Energy Cubes to purchase Power Card, rejoin Step 1

Use Case #15: Player end of turn

Actor: User (Player)

Pre-Condition: User has resolved their dice

Post-Condition: User ends their turn

Events:

  1. User passive Power Cards activate after end of turn.

  2. If the User is in Tokyo City, system awards them with 2 Victory Points.

Extensions:

2a: User is in Tokyo Bay

  1. User passive Power Cards activate after end of turn regardless of whether they are in Tokyo City, Tokyo Bay, or on the board

  2. System awards User with 2 Victory Points

Use Case #16: Player performs smash attack

Actor: User (Player)

Pre-Condition: User rolls Smash face values

Post-Condition: User performs smash, resulting loss of Life Points for other players

Events:

  1. User rolls Smash face values

       a. System calculates the total number of Smash symbols that were rolled

  2. User performs a Smash attack

       a. System removes Life Points from other players accordingly

Extensions:

2a: User is in control of Tokyo City

  1. Users outside of Tokyo City lose 1 Life Point

2b: User is in control of Tokyo Bay
1. Users outside of Tokyo Bay lose 1 Life Point

2c: User is on the board
1. Users in Tokyo City and Tokyo Bay lose 1 Life Point

2d: Other players are in the same location as the User performing the Smash
1. System does not remove Life Points from players in the same location as the User performing the Smash

Use Case #17: Player activates power card
Actor: User (Player)
Pre-Condition: User is in possession of a Power Card
Post-Condition: User activates Power Card
Events:
1. User browses through their Power Cards, if they have any
2. User selects a Power Card to use
   a. System processes Power Card's functions
   b. System executes the Power Card's functions

Extensions:
1a - 2a: "End of Turn" Power Cards
1. User with "End of Turn" activate after the buying phase
2. If User has multiple "End of Turn" Power Cards, the order of activation based off buy order

1b - 2b: "Discard" Power Cards
1. User with "Discard" Power Cards are activated once bought
2. System removes the card from the deck

1c - 2c: "Keep" Power Cards
1. User with "Keep" Power Cards remain in User deck
2. Effect of "Keep" Power Card is applied for the remainder of the game

1d - 2d: Mimics
1. User can now mimic one Power Card
   a. Power Card must be able to be mimicked
   b. System unlocks new effect of the mimicked Power Card

Use Case #18: Player wins by victory points
Actor: User (Player)
Pre-Condition: User has accumulated Victory Points
Post-Condition: User wins the game by scoring 20 Victory Points
Events:
1. User obtains a certain amount of Victory Points.

      a.   System checks User's Victory Point amount
2. User has 20 or more Victory Points
      a.   System announces who won the game
      b.   System end the game

Extensions:
None

Use Case #19: Player wins by last one standing
Actor: User (Player)
Pre-Condition: User is the only one with 1 or more Life Points
Post-Condition: User wins the game if they are the only one left with Life Points
Events:
1. User is the last player remaining
2. User has 1 or more Life Points
      a.   System announces the last player standing as the winner

Extensions:
None

Use Case #20: Player restores life points
Actor: User (Player)
Pre-Condition: User rolls Heal on dice roll or uses a Power Card to heal
Post-Condition: User recover Life Points
Events:
1. User rolls Heal on dice roll. Refer to Extension 1.
      a.   System checks if User is Tokyo City or Tokyo Bay.
      b.   System restores the User Life Points by a given amount based on how many Heal symbols are present
2. User regains specified amount of Life Points

Extensions:
1a - 2a: User chooses to heal with a Power Card.
1. User browses deck and selects Power Card that restores Life Points
2. System restores specified Life Points
1b - 2b: User rolls Heal symbol(s) while in control of Tokyo City or Tokyo Bay
1. User can not restore Life Points from Heal symbol rolls while in control of Tokyo City or Tokyo Bay

Use Case #21: User loses all life points

Actor: User (Player)

Pre-Condition: User is attacked by another player via Smash or Power Card

Post-Condition: User loses all Life Points and is removed from the game

Events:

1. User has low Life Points
2. User is attacked by Smash die rolls or Power Cards
    a. System removes appropriate Life Points from User
3. User loses the remainder of their Life Points
    a. System removes User from the game
    b. System ends the game

Extension:

None

Use Case #22: Opponent loses all life points

Actor: Opponent

Pre-Condition: Opponent is attacked by another Player / Opponent via Smash or Power Card

Post-Condition: Opponent loses all Life Points and is removed from the game

Events:

1. Opponent has low Life Points
2. Opponent is attacked by Smash die rolls or Power Cards
    a. System removes appropriate Life Points from Opponent
3. Opponent loses the remainder of their Life Points
    a. System removes Opponent from the game
    b. System reevaluates number of players in the game

Extension:

1a - 3a: Player count falls to 4 or below

1. Total players in the game is 4 or below
    a. System removes User / Opponents currently in Tokyo Bay
2. Tokyo Bay is no longer accessible to User / Opponents

Use Case #23: Player leaves Tokyo City

Actor: User (Player)

Pre-Condition: User in Tokyo City gets damaged by a Smash and choses to yield

Post-Condition: User leaves Tokyo City

Events:

1. User is damaged by a Smash
2. User chooses to yield Tokyo City
    a. System removes User from Tokyo City

Extension:

1a - 2a: User is in Tokyo Bay

    1. User chooses to yield control of Tokyo Bay

        a. System removes User from Tokyo Bay

Use Case #24: Player stays in Tokyo City

Actor: User (Player)

Pre-Condition: User is already in Tokyo City

Post-Condition: User stays in Tokyo City

Events:

    1. User is in current control of Tokyo City

    2. User chooses to stay in Tokyo City

        a. System leaves User in Tokyo City

Extension:

1a - 2a: User is already in Tokyo Bay

    1. User chooses to stay in Tokyo Bay

        a. System leaves User in Tokyo Bay

Use Case #25: Player selects option to display player's power cards

Actor: User (Player)

Pre-Condition: User selects option to display current Power Cards

Post-Condition: System displays User's current Power Cards

Events:

    1. User presses the Deck button

        a. System displays the User's current Power Cards

Extension:

None

Use Case #26: Player selects option to display game status

Actor: User (Player)

Pre-Condition: User selects option to display current game status

Post-Condition: System displays current game status

Events:

    1. User presses the Status button

        a. System displays the current game status

Extension:

None

Use Case #27: Player selects option to pause the game

Actor: User (Player)

Pre-Condition: User selects option to pause the game

Post-Condition: System pauses the program

Events:

1. User presses the Pause button
   a. System pauses the program

Extension:

None

Use Case #28: Player selects option to exit game

Actor: User (Player)

Pre-Condition: User selects option to exit the game

Post-Condition: System closes the program

Events:

1. User presses the Pause button
   a. System displays Pause Menu
2. User selects the Exit option from the Pause Menu
   a. System closes the program

Extension:

None