

Colonies Use Case Diagram

The following use cases encapsulates the pivotal moments and a few basic mechanics that players face when managing their colony. From the critical task of selecting a suitable site for a new colony to intricacies involving government efficiency, colony buildings, and unit construction, players must take into consideration numerous factors to thrive in the landscape of FreeCol.

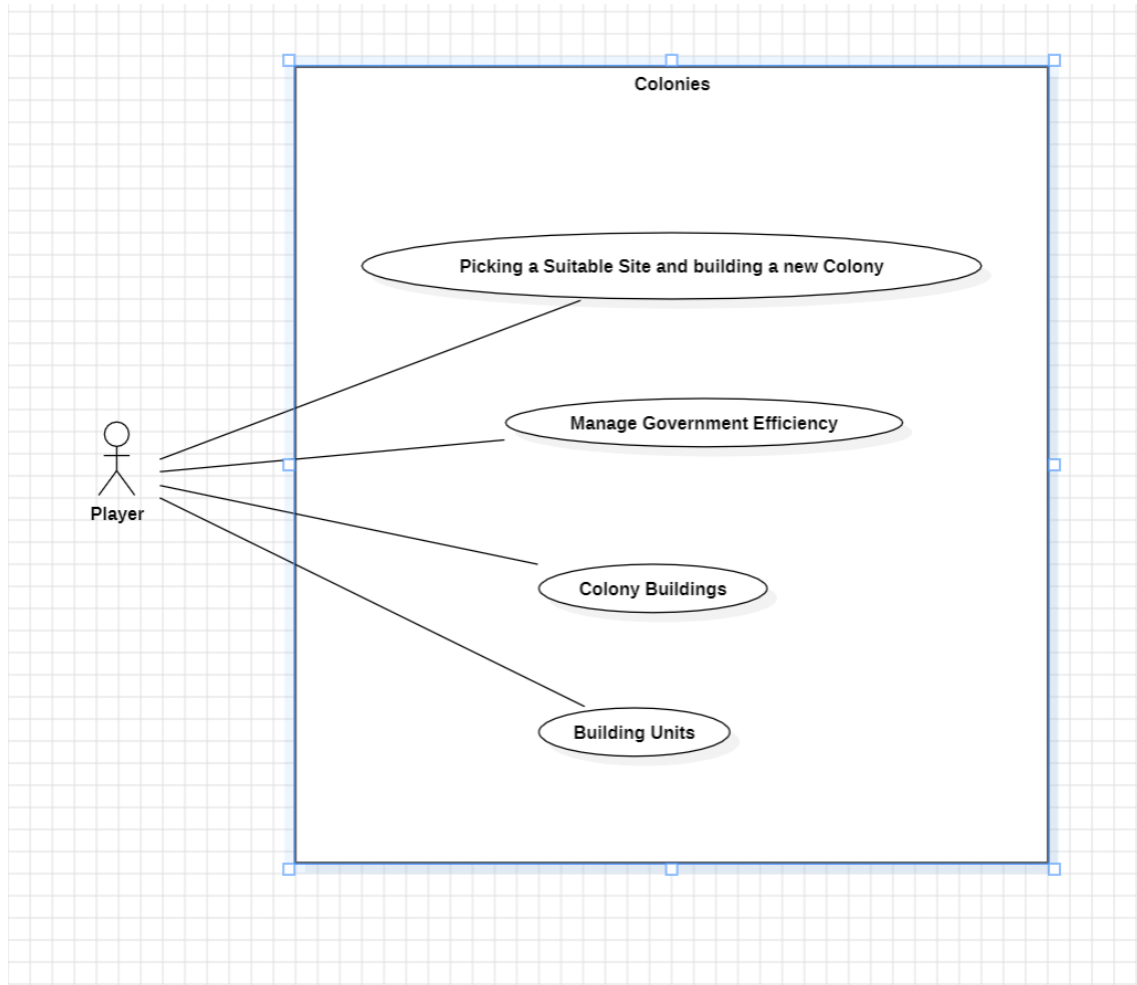


Figure 1- Colonies Use Case Diagram

Use Case 1

Name: Picking a Suitable Site and building a new Colony

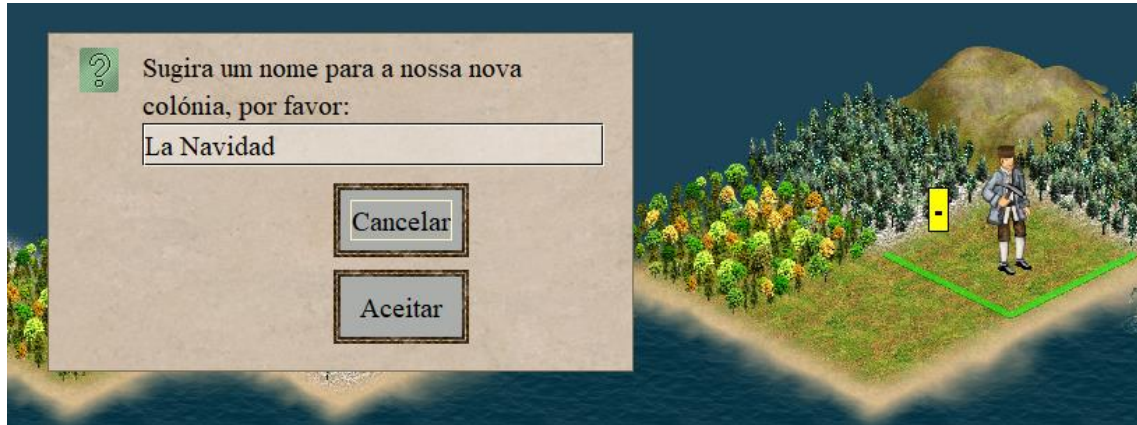


Figure 2- Before laying the foundation for the new Colony



Figure 3 -Information about an adjacent tile to the colony

Description: The player evaluates and selects an appropriate location for a new colony, considering factors such as the colony tile, adjacent tiles, terrain types, potential for improvement and lays the foundations for his new Colony in selected tile.

Primary Actor: Player

Secondary Actors: None

Use Case 2

Name: Manage Government Efficiency



Figure 4- The relation between the number of rebels and royalists

Description: The player takes actions to influence the efficiency of the local government, including monitoring support for the Sons of Liberty and taking measures to increase or maintain it.

Primary Actor: Player

Secondary Actors: None

Use Case 3

Name: Colony Buildings



Figure 5- Currently building the new docks for the colony



Figure 6- The player has two units working as carpenters in order to obtain more hammers in fewer rounds

Description: The player manages, upgrades, and builds new various buildings within the colony, considering factors such as population size, available resources granting the player boosts in production, higher storage limits, the ability to train units, etc...The player can also manage the units in each building producing more or less products according to their needs.

Primary Actor: Player

Secondary Actors: None

Use Case 4

Name: Building Units

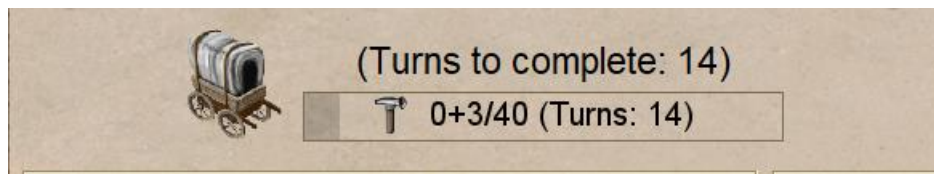


Figure 7- Currently building a Wagon Train unit which requires 40 hammers

Description: The player produces hammers, tools, and other resources needed to construct new units also taking into consideration the conversion of raw materials into finished products.

Primary Actor: Player

Secondary Actors: None