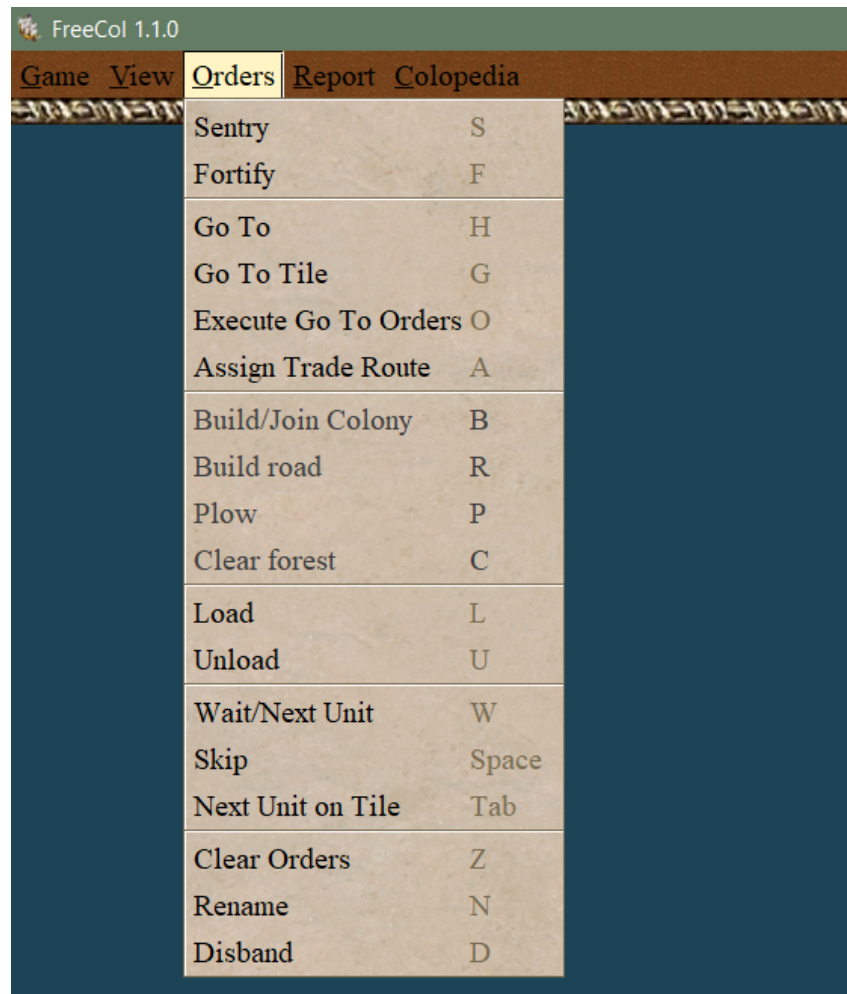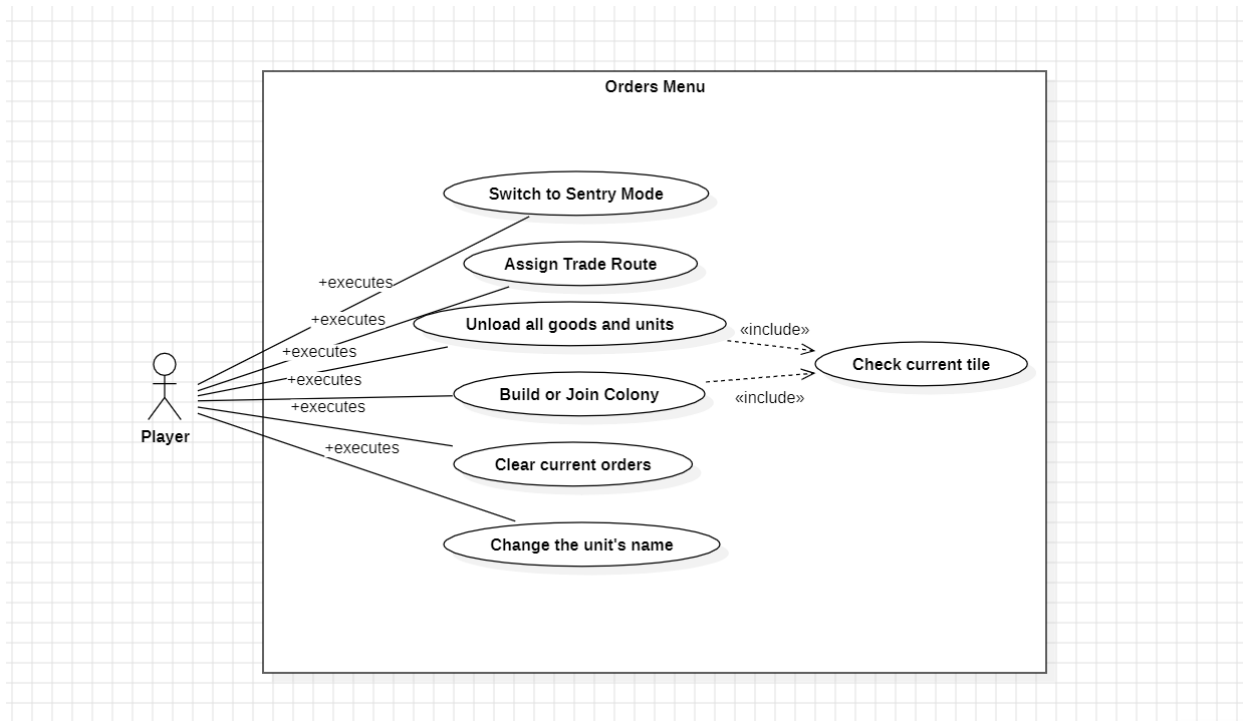## Use Case Diagram

The case diagram that I will be covering is the one associated with the orders menu in the top menu bar that is always available during the playthrough of the FreeCol game.

There are many orders that can be selected, but most of them have the same player-game behavior so I will just be covering some of them.

Note: not all the options from the options menu are shown.

In the use case diagram above we can see that a certain player has access to an Orders Menu where they have the power to change the behavior of a certain unit that is selected at a current time. The unload all goods and units and the build or join colony must first check the tile, in the case of unloading goods, we must check if we are not in Europe or in a colony to unload, otherwise the goods will be lost, and in the case of building or joining a colony, we must check that the tile can support such action.

Use Case: Switch to Sentry Mode
Description: Player switches unit to Sentry Mode
Main Actor: Player
Secondary Actor: None
Main flow: Player selects unit, clicks on Order Menu, selects Switch to Sentry Mode.

Use Case: Assign Trade Route
Description: Player assigns a Trade Route to a ship or wagon train
Main Actor: Player
Secondary Actor: None

Main flow: Player selects ship or wagon train to assign a trade route to, player then chooses two or more stops for the trade route, then a destination, with the option to select "all colonies" which will set players Home Port and all the colonies will be added to the stops of the trade routes.

Use Case: Unload all goods and units
Description: Player unloads all goods and units
Main Actor: Player
Secondary Actor: None
Pre-condition: Unit must be carrying goods
Main flow: Player selects unload all goods and units and all goods and units of the current tile will be unloaded, includes (check current tile), if the tile is Europe or a colony, no goods are lost and are simply unloaded.
Alternative flow: tile is not Europe nor a colony, all goods unloaded are lost.

Use Case: Build or join colony
Description: Player builds or joins a colony dependent on the tile they are currently on
Main Actor: Player
Secondary Actor: None
Main flow: Player selects build or join colony and then builds or joins colony dependent if the tile is available or not, includes (check current tile), if the tile is colony-ready the colony is built.
Alternative flow: tile does not support a colony, and a colony is not built.

Use Case: Clear current orders
Description: Player clears all orders that are currently being executed
Main Actor: Player
Secondary Actor: None
Pre-condition: There must be orders to be executed
Main flow: Player selects clear current orders, and all orders are then cleared.

Use Case: Change the unit's name
Description: Player changes the name of a selected unit
Main Actor: Player
Secondary Actor: None

Main flow: Player selects changes the unit's name then changes the name of the unit selected.

Use Case: Check current tile
Description: Game checks the current tile
Main Actor: Game
Secondary Actor: None
Main flow: Game verifies if the current tile is colony-ready, Europe or in a colony.