

Use Case: startProgram

Pre-Condition: Program isn't running

Post-Condition: Program is running

Events:

1. Double-click the game icon.

Use Case: exitProgram

Pre-Condition: Program is running

Post-Condition: Program isn't running

Events:

1. Click the red X

Use Case: selectCharacter

Actor: Player

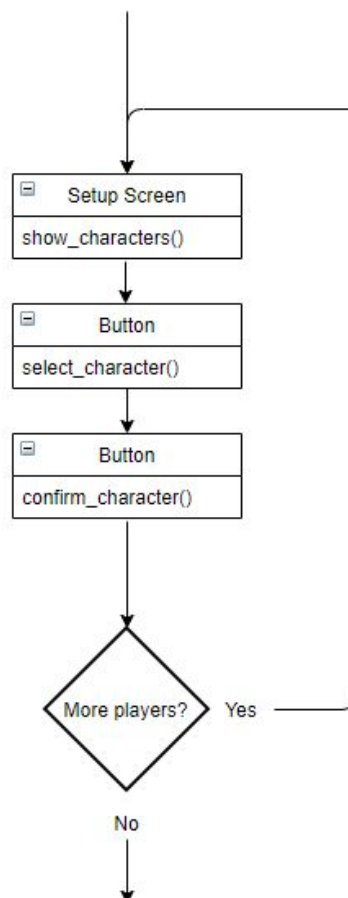
Pre-Condition: Game is running and in initial setup screen

Post-Condition: Player has selected their character

Events:

1. List of Characters show on screen.
2. User selects their character
3. User confirms their choice
4. Next Player selects their character (if last player to do so, continue on to next use case.)

Uml:



Use Case: leaveTokyo

Pre-Condition: Player monster is in Tokyo and has just taken damage from an attack

Post-Condition: Player monster yields Tokyo to the player monster that attacked him/her.

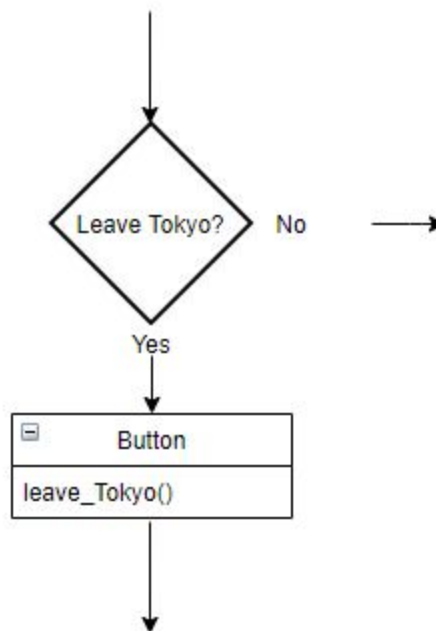
Events:

1. Player is attacked.
2. Player chooses to yield to attacker.
3. Attacker is now in Tokyo. Player is outside Tokyo.

Extensions:

2. Player can choose to remain in Tokyo and suffer further damage.
3. Player remains in Tokyo. Attacker remains outside Tokyo.

Uml:



Use Case: spendEnergyToken

Pre-Condition: A player has energy tokens in their possession and wants to purchase a power card/ use card effects.

Post-Condition: Energy Tokens have been taken from the player and the accompanying power card has been added to their inventory/ card effect takes effect.

Events:

1. Player chooses option to bring up powercard menu.
2. Player selects the card they want to purchase/use card effect with.
3. The card is added to their inventory/ card effect takes effect. The tokens are subtracted.

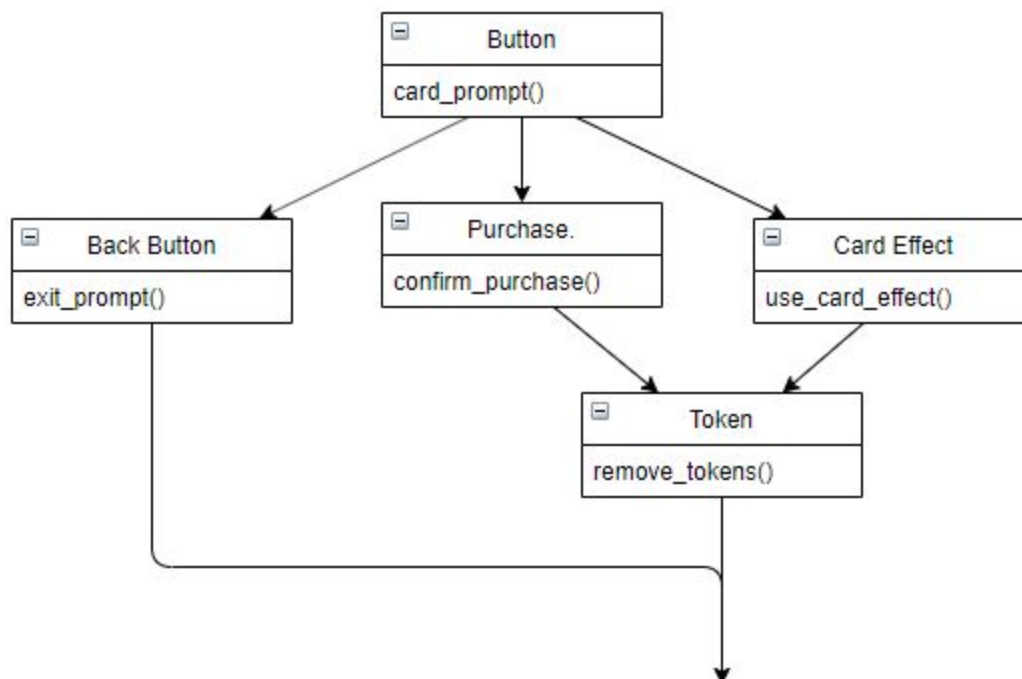
Extensions:

1a-3a: User chooses 'back' in the purchase prompt

2a.1: Prompt is removed

2a.2: Rejoin step 1

Uml:



Use Case: Roll dice

Pre-Condition: It is a player's turn.

Post-Condition: The player has rolled their dice 3 times. (Unless they decide to stop earlier than 3.)

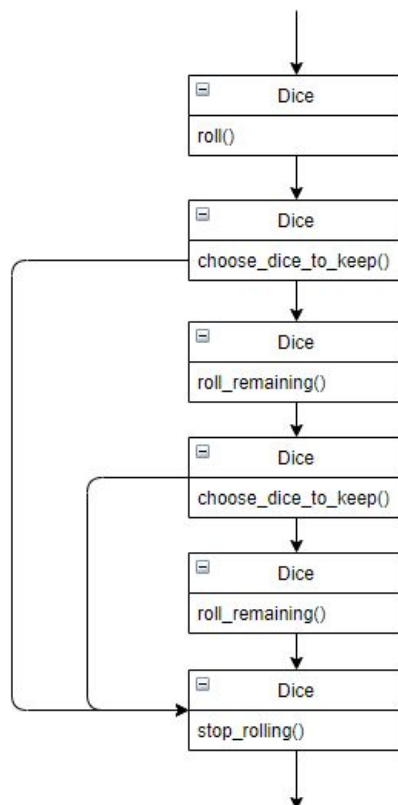
Events:

1. Player rolls dice.
2. They select which dice to keep.
3. The player rolls the remaining dice.
4. Again, they select which dice to keep.
5. The player rolls the remaining dice.

Extensions:

2. If the player wishes to keep all their dice, they do not have to reroll.
4. If the player wishes to keep all their dice, they do not have to reroll.

Uml:



NOT IMPLEMENTED**Use Case:** mimic card**Pre-Condition:**

1. Player has the card
2. Is on player's turn and is played on "end of turn"
3. There are other cards that other players has to mimic
4. Has to have 1 energy in order to change the power if it is already mimicked.

Post-Condition:

1. Mimics a card in the field
2. Mimics a new card if already mimicked originally.

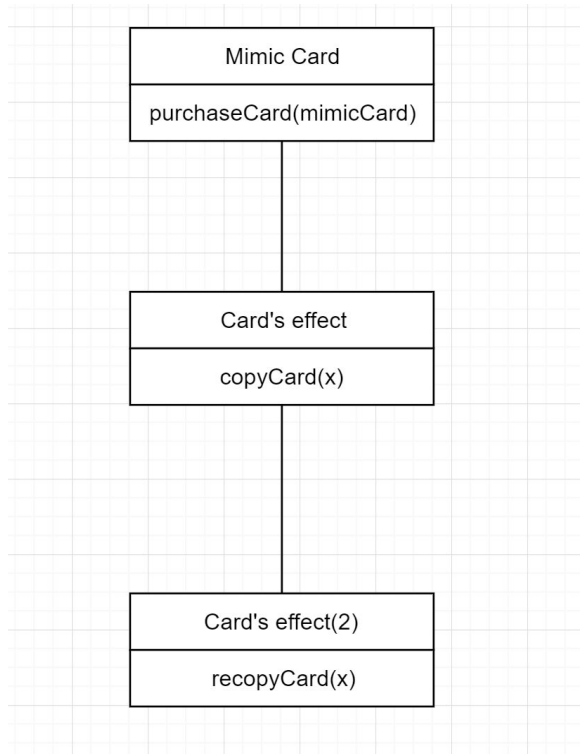
Events:

1. User buys micic card with 8 energy.
 - a. System checks if there are enough energy for the user to buy the card
2. User chooses which card to mimic
 - a. System checks if there are any cards in the first place
3. User chooses a new card to mimic
 - a. System checks if user has enough energy to change the card
4. User ends turn or chooses or another card to use

Extensions:

1. (3) User decides not to choose a new card to mimic.
 - a. Go to step 4

Uml:



NOT IMPLEMENTED**Use Case:** monsterBatteries**Pre-Condition:**

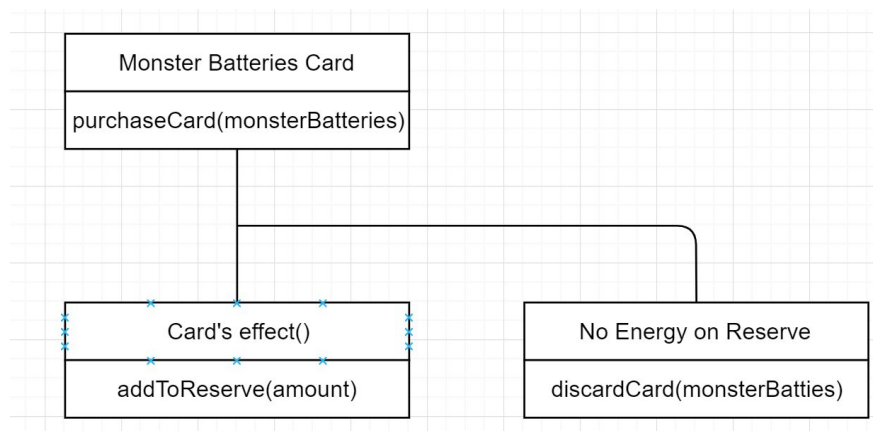
1. Player has the card
2. Player has enough energy to put on reverse

Post-Condition:

1. Take two energy off and add to reverse at start of turn
2. If no energy on the card, discard card

Events:

1. Player buys the card
 - a. System checks if the player has enough energy to buy the card
2. Player places 0 - X energy on the card
 - a. System keeps track of the amount of energy on the card
 - b. System matches the amount of energy given
3. When player turn, take two energy off and add to reserve

Extensions:**Uml:**

NOT IMPLEMENTED**Use Case:** opportunistCard**Pre-Condition:**

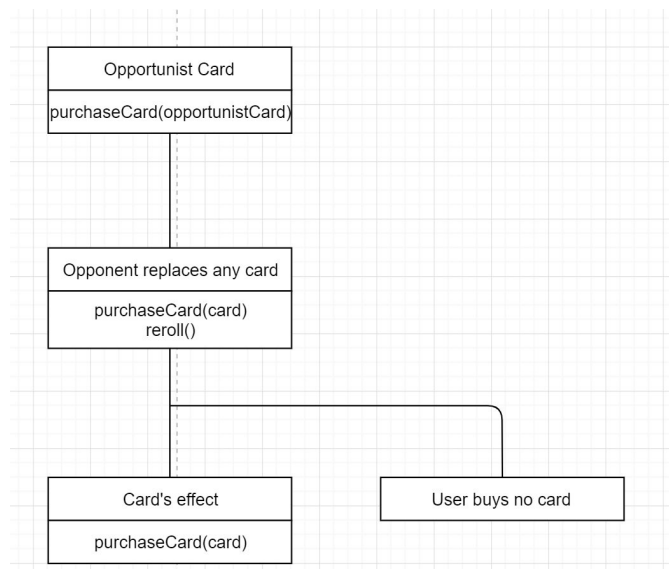
1. Player has the card
2. On other players turn
 - a. Player buys a card and a new card is revealed
 - b. Player rerolls all three cards

Post-Condition:

1. Player has the choice to buy the card as soon as it's revealed

Events:

1. Player buys the card
 - a. System checks if the user has enough energy to buy the card with
2. Other player buys a card / rerolls and cards are replaced
 - a. System allows the player with opportunist card to buy first

Extensions:**Uml:**

Use Case: purchaseCard

Pre-Condition:

1. Player's turn to buy card

Post-Condition:

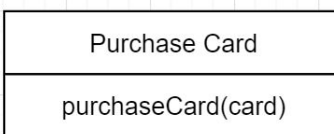
1. Purchases card

Events:

1. Player purchases card

Extensions:

Uml:



NOT IMPLEMENTED**Use Case:** plotTwistCard**Pre-Condition:**

1. User has the card
2. User rerolls

Post-Condition:

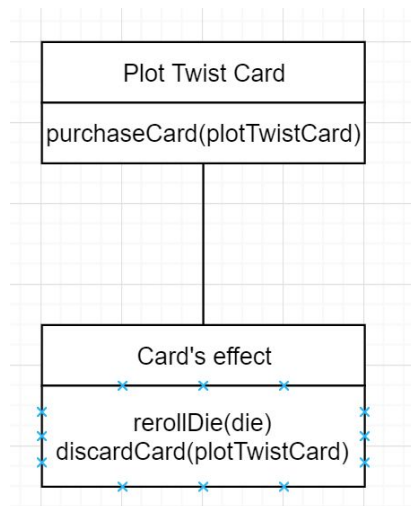
1. User chooses a die that has been rolled and changes the result

Events:

1. User buys the plot twist card
 - a. System checks if the user has enough energy to buy the card
2. User rolls on the start of the turn
 - a. System rolls the dice and reveals what is rolled
3. User chooses a dice to reroll
 - a. System takes the user input and chances the die rolled
 - b. System discards the user plot twist card
4. User goes to next step
 - a. System moves the user's state to resolve

Extensions:

1. (3) User decides to not reroll any card and keeps the card
 - a. Go to step 4.

Uml:

NOT IMPLEMENTED**Use Case:** psychicCard**Pre-Condition:**

1. User has the card
2. On another user's turn and they rolled their dice

Post-Condition:

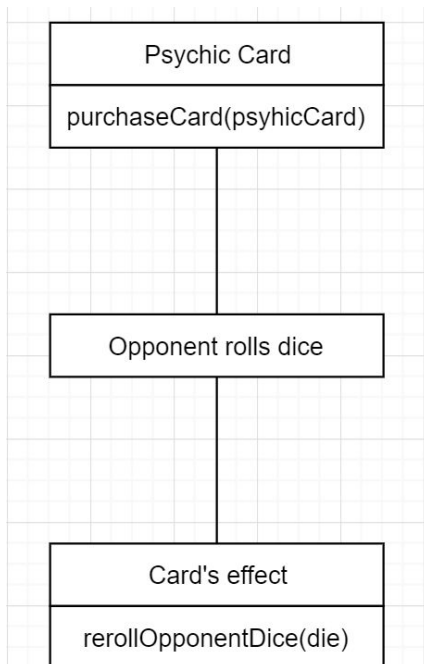
1. User that has the psychic card changes the roll of a die

Events:

1. User buys the card
 - a. System checks if the user has enough energy
2. Opponent rolls their dice
 - a. System gives the option to user to they would like to change the die of opponent
3. Opponent goes to their resolve phase

Extensions:

1. (2) Opponent rolls a heart
 - a. System discards the card of the user
 - b. Go to step 3

Uml:

NOT IMPLEMENTED**Use Case:** stretchyCard**Pre-Condition:**

1. User has the card
2. Player's turn to roll the dice
3. Enough energy to use the card's effect

Post-Condition:

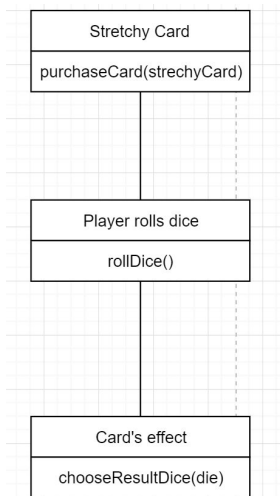
1. Change one of the die to any result

Events:

1. User has enough energy to buy the card
 - a. System checks if the user has enough energy to buy the card
2. Player's start of the turn to roll the dice
 - a. System rolls for the user and reveals the result
3. User decides to reroll one of their results
 - a. System checks if user has enough energy then changes accordingly to user's request
4. User go to next phase

Extensions:

1. (3) User decides to not use the card's effect
 - a. Go to step 4

Uml:

NOT IMPLEMENTED

Use Case: smokeCard

Pre-Condition:

1. User has the card
2. User's turn to roll their dice
3. User still has charges left

Post-Condition:

1. User rerolls their dice depending on how much charges they use

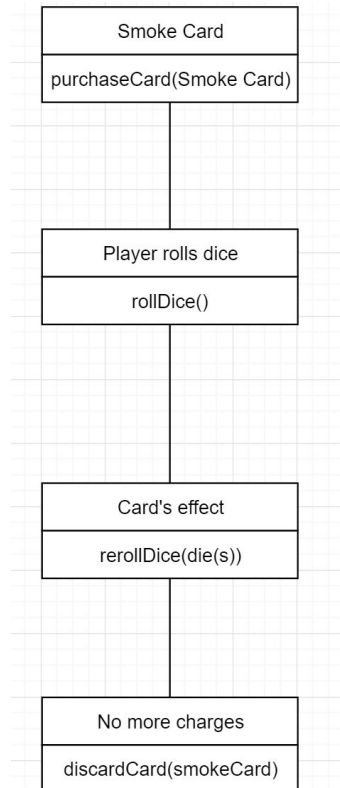
Events:

1. User buys the card
 - a. System checks if user has enough energy
2. User's turn to roll the dice
 - a. System rolls the dice and displays the result
3. User decides to reroll
 - a. System rerolls the dice
4. User ends phase

Extensions:

1. (3) User decides to reroll and runs out of charge. Discard the card
 - a. Go to step 4
2. (3) User decides to not reroll
 - a. Go to step 4

Uml:



NOT IMPLEMENTED**Use Case:** superJumpCard**Pre-Condition:**

1. User has the card
2. User is going to take damage

Post-Condition:

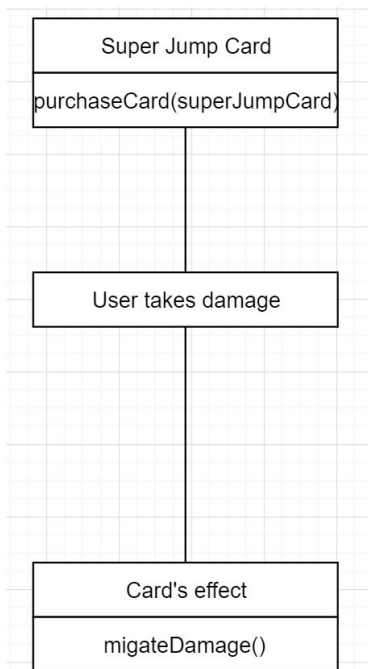
1. User negates 1 damage

Events:

1. User buy the card
 - a. System checks if user has enough energy to buy the card
2. User takes damage and negates damage
 - a. System checks if user has enough energy to use the card's effect
3. User negates one damage
4. Opponent resumes turn

Extensions:

1. (2) User decides not to negate damage
 - a. Go to step 4

Uml:

NOT IMPLEMENTED**Use Case:** Frenzy**Pre-Condition:** User's has the energy to purchase Frenzy and can buy cards**Post-Condition:** User gets an extra turn once it is their turn and they finish their current turn**Events:**

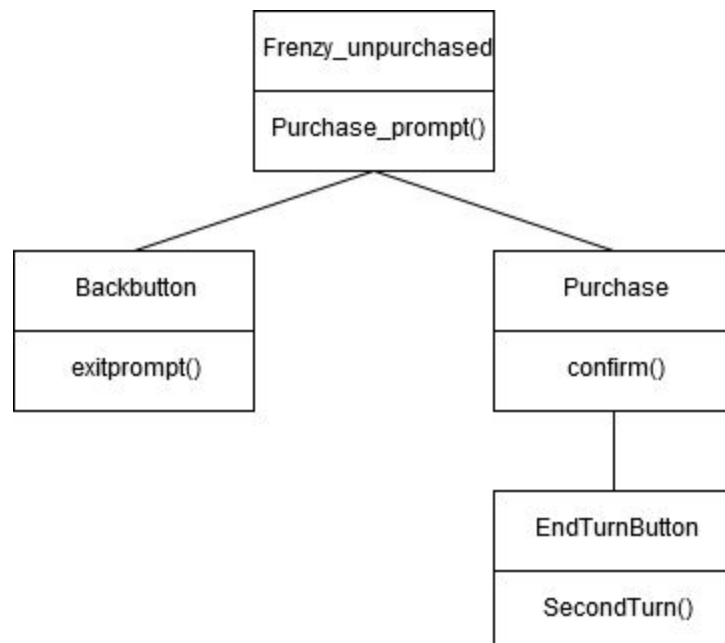
1. The user attempts to purchase the Frenzy card
 - a. The system confirms if the user wants to purchase the card and checks if they have enough energy. If they don't, the "yes" option is excluded
2. The user selects "yes"
 - b. The system discards the Frenzy card into the discard pile and deducts the energy from their total
 - c. When it's the User's turn their the system transforms the "end turn" option into a "second turn"
3. When the user chooses the option they have a second turn after their turn

Extensions:

1a-3a: User chooses 'back' in the purchase prompt

2a.1: Prompt is removed

2a.2: Rejoin step 1

UML:

NOT IMPLEMENTED

Use Case: Background Dweller

Actor: User

Pre-Condition: User's turn and is currently selecting what to do with their dice card
Background Dweller

Post-Condition: User selected 3's dice are rerolled

Events:

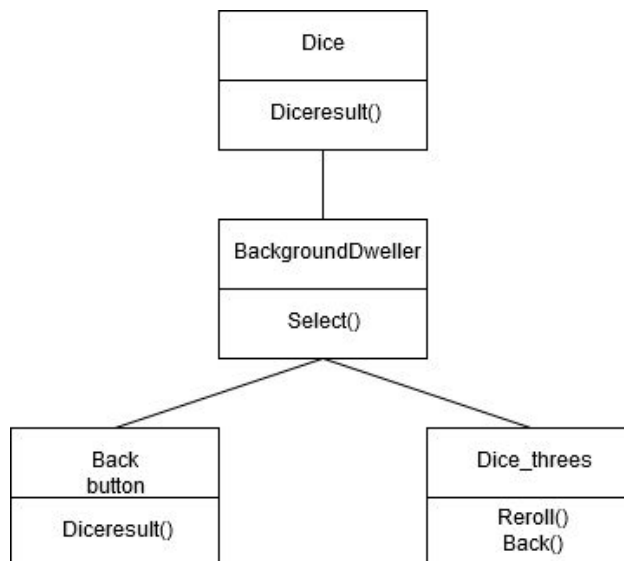
1. User just finished rolling their die and selects the Background Dweller Card
 - a. The system first checks if there are any 3's if there is none the card does nothing
 - b. Otherwise it prompts the user which 3's to reroll
2. The user selects which 3's to reroll
 - c. The dice are rerolled and the card is greyed out to signify use

Extensions:

1a-2a: User chooses 'back'

2a.1: Prompt is removed

2a.2: Rejoin step 1

UML:

NOT IMPLEMENTED**Use Case:** Counter Remove**Actor:** User**Pre-Condition:** User monster has a negative counter (spit or shrink) on them and is rolling their dice and is not in Tokyo**Post-Condition:** The designated counter is removed from their monster**Events:**

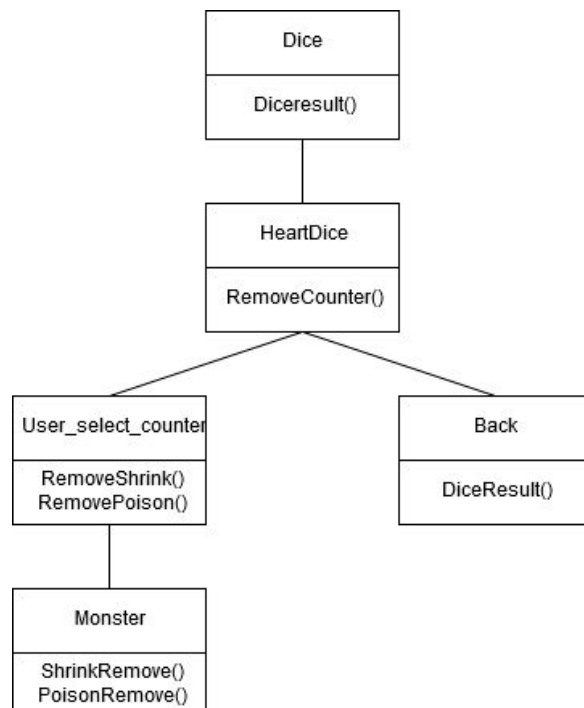
1. User is not in Tokyo and is in selecting what to do with their dice
 - a. System prompts the user on what they want to do with their dice
2. User selects remove tokens on one of their heart dices
 - b. System prompts the user on which counter to remove (when applicable)
3. User selects the counter
 - c. System removes the counter off their monster
4. User selects what to do with the rest of their dice

Extensions:

2a-6a: User chooses 'back' during the dice select screen

2a.1: Prompt is removed

2a.2: Rejoin step 2

UML:

Use Case: Start Again

Actor: User

Pre-Condition: User won the game

Post-Condition: Game is replayed

Events:

1. User wins the game
 - a. System prompts the user with a win screen that contains a replay option and an exit option
2. User chooses to replay on the win screen
 - b. System takes user to setup screen for a new game.

Use Case: Exit after victory

Actor: User

Pre-Condition: User won the game

Post-Condition: Game is exited

Events

1. User wins the game
 - a. System prompts the user with a win screen that contains an option to exit
 2. User chooses exit option
 - b. System terminates the program and takes them to the desktop

User case: ResolveOrder

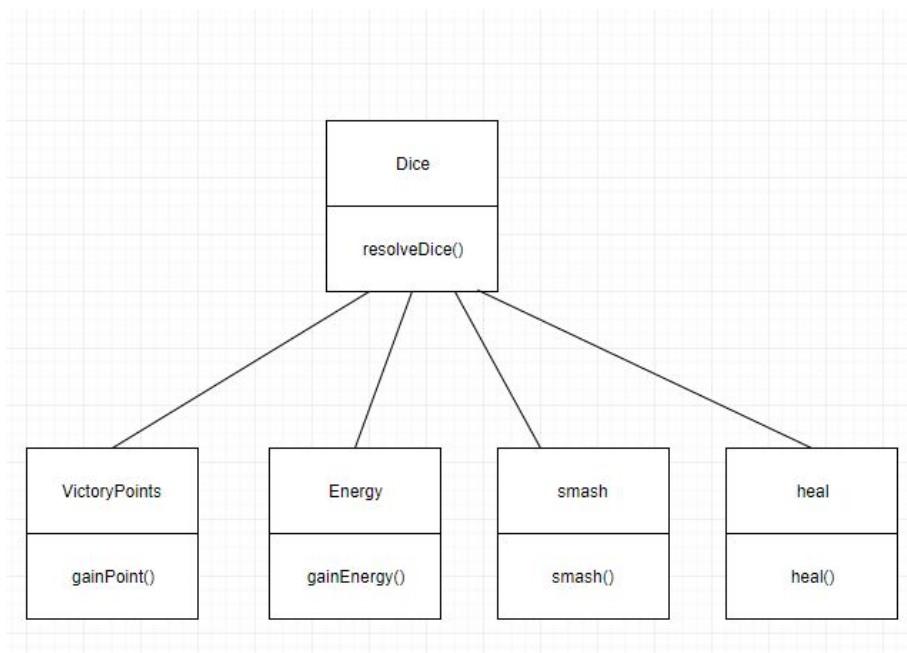
Actor: User

Pre condition: All dice are finished rolling

Post condition: User has exhausted all dice abilities

Events:

1. User finishes rolling dice
 - a. System asks the user what action they would like to perform first with the dice
2. User decides what order they want to use their dice abilities in.
 - a. User must keep using abilities until they run out of dice.



User case: SmashOutside

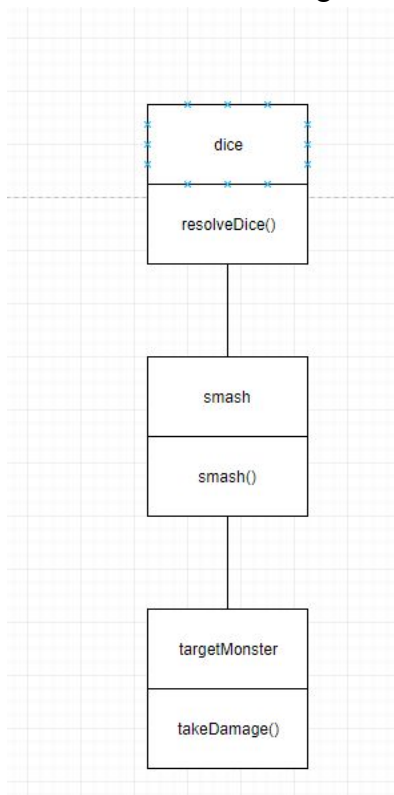
Actor: User

Pre Condition: User rolls a smash card

Post Condition: Target Monster takes damage

Event:

1. User rolls a smash action on their dice
 - a. They decide to use it and monsters take damage
2. Monsters that take damage inside tokyo can yield and leave tokyo



User Case: buyCard

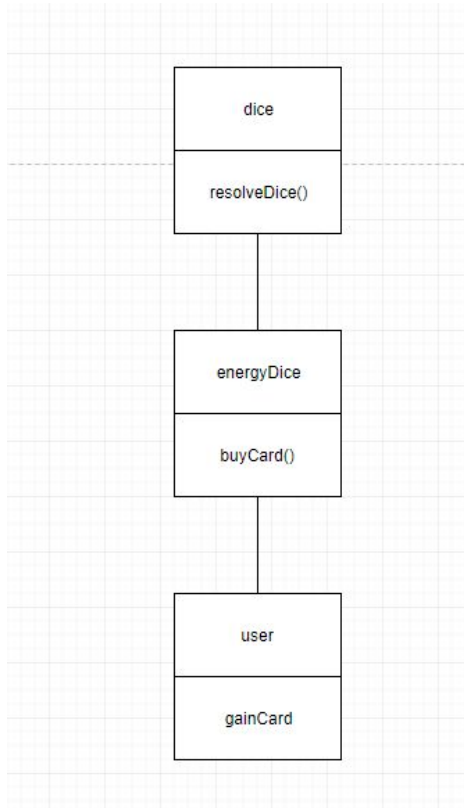
Actor: User

Pre condition: User has enough energy to buy a card

Post condition: User gains a card

Event:

1. User resolves dice after rolling and has enough energy to buy a card
 - a. User spends and buys an energy card
2. User gains a card



NOT IMPLEMENTED

User case: SweepFaceupCard

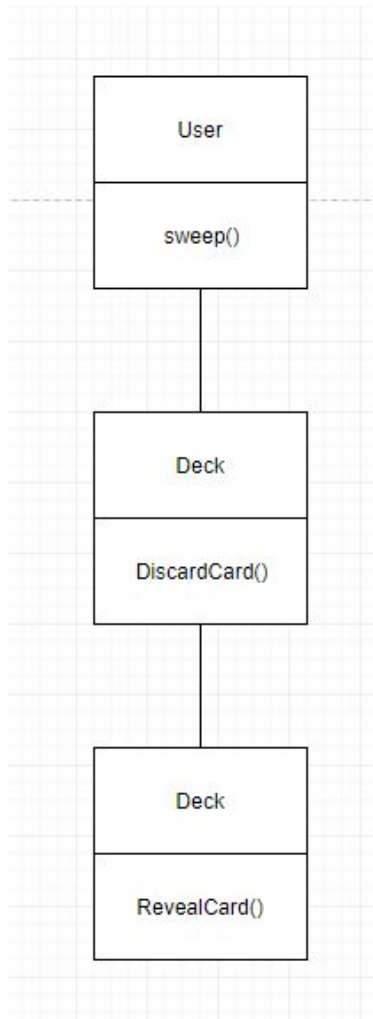
Actor: User

Pre Condition: User must have enough energy to use this action

Post Condition: Power cards currently available are discarded and new ones are available

Event:

1. User has enough energy to use sweep
 - a. Top 3 cards are discarded
2. 3 new cards are available and are ready to be purchased.



NOT IMPLEMENTED

User case: CamoCard

Actor: User

Pre Condition: User takes damage and has this card in order to use it

Post Condition: User has a new dice roll to resolve and takes damage

Event:

1. User takes damage
 - a. Must roll a dice for each damage point
2. User does not take damage if they roll a heart
 - a. User has a new dice set to resolve

NOT IMPLEMENTED

User Case: healMonster

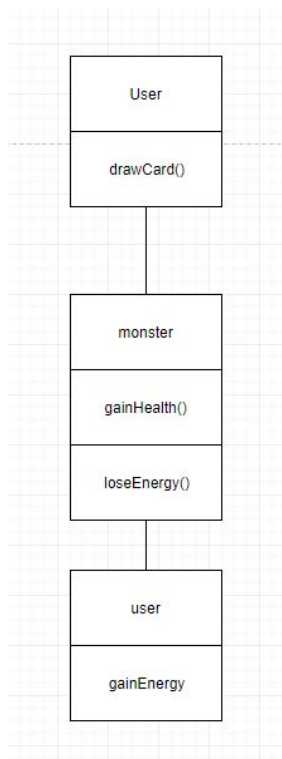
Actor: User

Pre Condition: User draws a card that allows them to heal a monster of their choice

Post Condition: Monster that is healed must pay two energy points

Events:

1. User draws a card that allows them to heal a monster
 - a. User chooses a monster
2. Monster pays two energy after healed
 - a. User gains energy



NOT IMPLEMENTED

User Case: ChangeDice

Actor: User

Pre Condition: User can change their dice if they don't like the outcome

Post Condition: Dice value is changed

Events:

1. User rolls dice and they don't like the result
 - a. Can choose to reroll for a better outcome

NOT IMPLEMENTED

User Case: peek

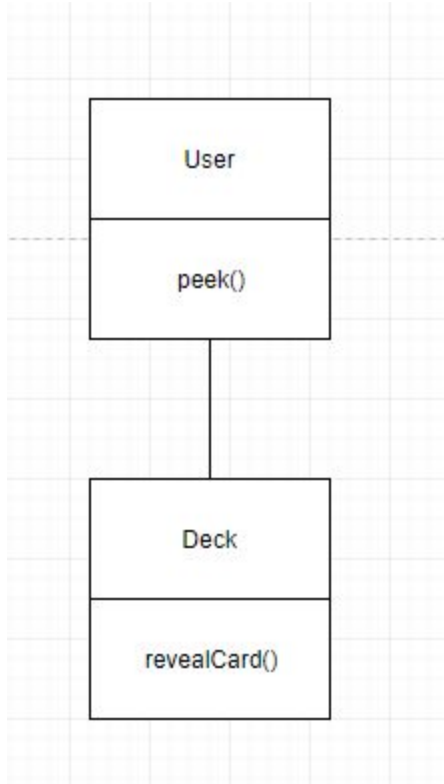
Actor: user

Pre condition: User has a card that allows them to use peek

Post condition: User knows what card is at the top of the deck

Events:

1. User peeks the top of the deck and they know what is on top



NOT IMPLEMENTED

User case: Metamorph

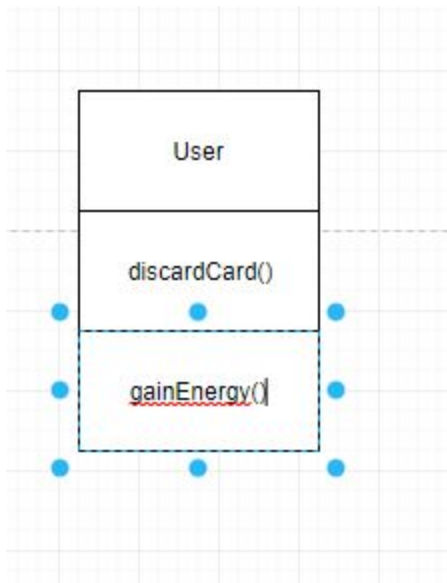
Actor: User

Pre condition: User must have metamorph card in order to use

Post Condition: User loses a card, but gains energy

Events:

1. User has metamorph
 - a. Can choose a card in order to discard
2. User gains energy, but loses a card



NOT IMPLEMENTED

User Case: mimicCard

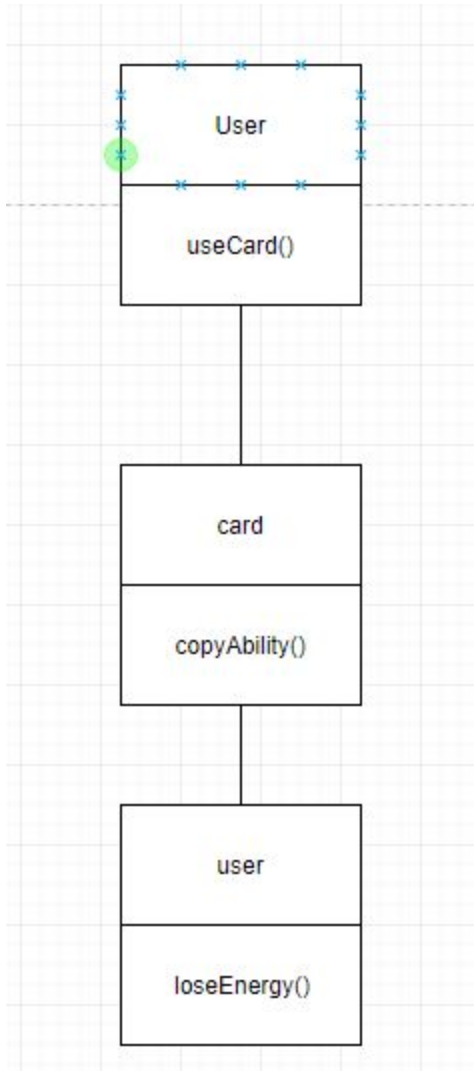
Actor: user

Pre condition: User must have the card

Post condition: The mimic card changes its ability to the target card, but the user loses one energy point

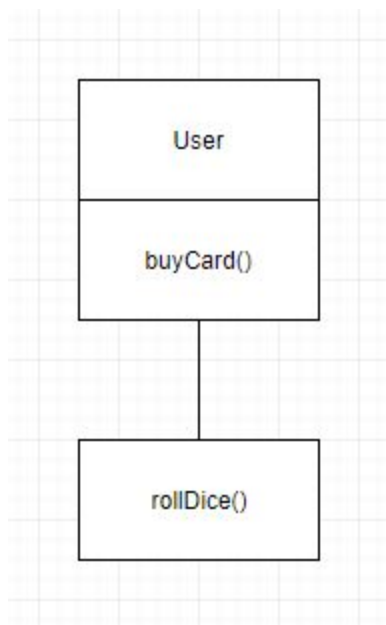
Events:

1. User uses mimic and picks an enemy
 - a. Enemy's card ability is copied onto the mimic card
2. User loses an energy point for using the mimic card



User Case: High Roller Card**Actor:** User**Pre condition:** User must have bought the card**Post condition:** User is able to go back to roll dice and resolve them again**Events:**

1. User buys the card
2. User loses energy according to how much the card costs
3. User rolls and resolves the dice



User Case: Stink bomb card

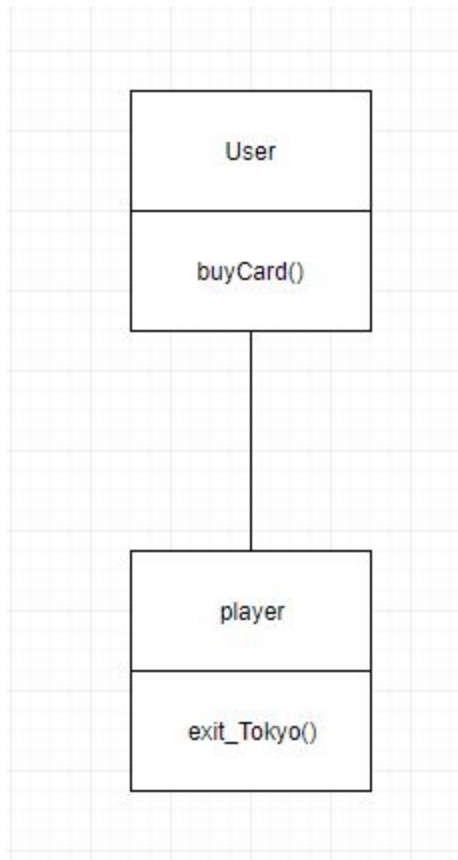
Actor: user

Pre condition: User must have bought the card

Post condition: all monsters are kicked out of tokyo

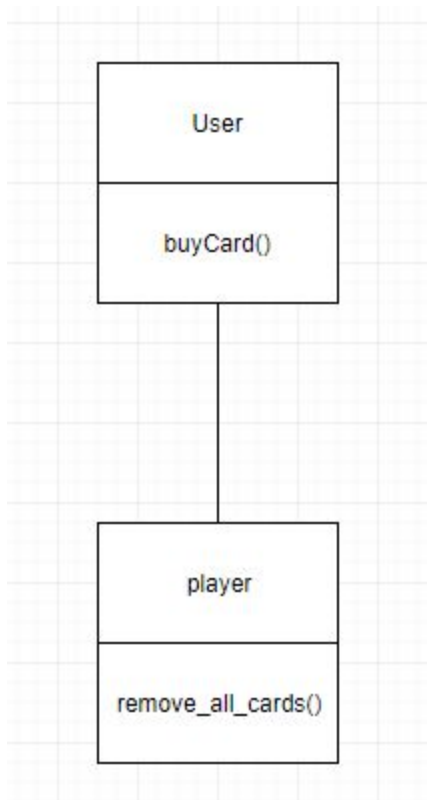
Events:

1. User purchases the stink bomb card
2. User loses energy according to how much the card cost
3. All monsters occupying Tokyo must leave



User Case: First Bathing ritual card**Actor:** user**Pre condition:** User must have bought the card**Post condition:** All enemy keep cards are discarded and the available-to-purchase cards are refreshed**Events:**

1. User buys the card and loses energy based on how much the card cost
2. All active players lose their keep cards
3. 3 cards that can be purchased are refreshed



User Case: Second bathing ritual card

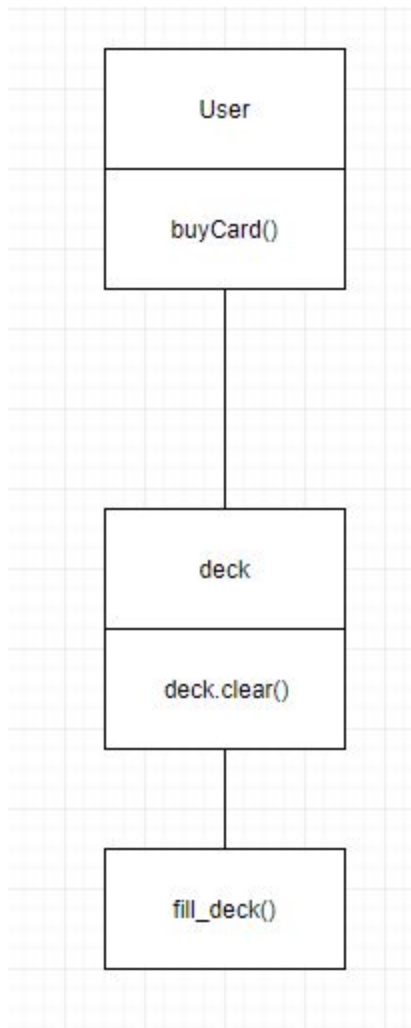
Actor: user

Pre condition: User buys the card

Post condition: User is cleansed of all keep cards and the available-to-purchase cards are reset

Events:

1. User buys the card and loses energy according to how much it cost
2. All of the users keep cards are discarded
3. All available-to-purchase cards are refreshed



User Case: Tables have turned card

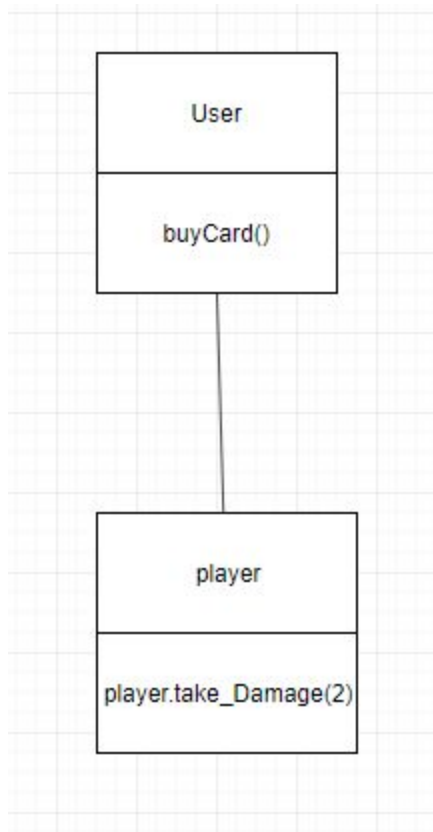
Actor: User

Pre condition: User buys the card

Post condition: All surrounding monsters lose -2 health

Events:

1. User buys the card and loses energy according to how much it cost
2. All monsters in the area lose -2 health



User Case: Use card Revert

Actor: User

Pre condition: User has enough energy to buy the card and then has the card

Post condition: Reverses the turn order.

Events:

1. It's the user turn
2. User presses the buy card option and buys revert

User Case: Use card Powerbunny

Actor: User

Pre condition: User has enough energy to buy the card and then has the card

Post condition: The user gains an extra energy each round.

Events:

User Case: Use card Filibuster

Actor: User

Pre condition: User has enough energy to buy the card and then has the card

Post condition: The next user skips their turn.

Events:

1. It's the user turn
2. User presses the buy card option and buys Filibuster

User Case: Use card Hate Healer

Actor: User

Pre condition: User has enough energy to buy the card and then has the card

Post condition: Deals damage for every heart you roll this round.

Events:

1. It's the user turn
2. User presses the buy card option and buys Hate Healer

User Case: Use card Power Play

Actor: User

Pre condition: User has enough energy to buy the card and then has the card

Post condition: Sacrifice a victory point to deal 2 damage to all other monsters.

Events:

1. It's the user turn
2. User presses the buy card option and buys Power Play

User Case: Use card Precision Strike

Actor: User

Pre condition: User has enough energy to buy the card and then has the card

Post condition: Deals 5 damage to a monster of your choice.

Events:

1. It's the user turn
2. User presses the buy card option and buys Precision Strike

User Case: Use card Prime Engram

Actor: User

Pre condition: User has enough energy to buy the card and then has the card

Post condition: Immediately grants 3 victory points.

Events:

1. It's the user turn
2. User presses the buy card option and buys Prime Engram.

User Case: Use card Armored Scales

Actor: User

Pre condition: User has enough energy to buy the card and then has the card

Post condition: All damage is reduced by 1.

Event:

1. It's the user turn
2. User presses the buy card option and buys Armored Scales