

<b>Operation :</b>	GUIactor :: saveGame
<b>Scope :</b>	engine
<b>Messages :</b>	
<b>New :</b>	GeneratedGameData file
<b>Pre :</b>	click Menu
<b>Post :</b>	Write to a file current game data
<b>Use Cases :</b>	saveGame use case

<b>Operation :</b>	GUI actor :: upgradeUnit
<b>Scope :</b>	unit
<b>Messages :</b>	Unit :upgrade
<b>New :</b>	upgradedUnit
<b>Pre :</b>	Enough money in the city, must not already be a knight
<b>Post :</b>	destroy current unit and creates upgraded unit
<b>Use Cases :</b>	

<b>Operation :</b>	GUI actor :: buildRoad
<b>Scope :</b>	hex, unit, map
<b>Messages :</b>	Unit :: {HexBeingBuilt}
<b>New :</b>	
<b>Pre :</b>	Hex must be empty (no forest on it)
<b>Post :</b>	Builds of a road (one turn required to complete)
<b>Use Cases :</b>	

<b>Operation :</b>	GUI actor :: exit
<b>Scope :</b>	engine
<b>Messages :</b>	
<b>New :</b>	
<b>Pre :</b>	When anywhere and you want to kill everything

saveGame
newGame
playGame
joinGame
MainMenu
Exit
EndTurn
becomeHost(Player p)
buildRoad
Infantry upgradeUnit(Peasant p)
Soldier upgrade(Infantry i)
Knight upgrade(Soldier s)
Infantry combine(Peasant p1, Peasant p2)
Soldier combine(Peasant p, Infantry i)
Knight combine(Peasant p, Knight combine(Infantry i1,
moveVillager
gatherWood
clearTombstone
cultivateMeadow
invadeVillages

<b>Post :</b>	Whole game closed, back to desktop
<b>Use Cases :</b>	

<b>Operation :</b>	Client :: sendData
<b>Scope :</b>	server
<b>Messages :</b>	
<b>New :</b>	Client : new data event send to server
<b>Pre :</b>	
<b>Post :</b>	Sends request to server and server will unpack it
<b>Use Cases :</b>	

<b>Operation :</b>	Server :: loadData
<b>Scope :</b>	server
<b>Messages :</b>	
<b>New :</b>	Server :: dataUnit
<b>Pre :</b>	Data must have been previously saved
<b>Post :</b>	Data from the server uploaded
<b>Use Cases :</b>	

<b>Operation :</b>	GUI actor :: mainMenu
<b>Scope :</b>	UIObject
<b>Messages :</b>	
<b>New :</b>	
<b>Pre :</b>	When being in game
<b>Post :</b>	Clear the game data and brings you back to lobby to start a new game
<b>Use Cases :</b>	

<b>Operation :</b>	GUI actor :: combine
<b>Scope :</b>	unit
<b>Messages :</b>	unit : combined units
<b>New :</b>	upgradedUnit
<b>Pre :</b>	need the require amount of unit (two peasants, ...

<b>Post :</b>	previous units deleted, new stronger unit created
<b>Use Cases :</b>	

<b>Operation :</b>	GUI actor :: buildMeadow
<b>Scope :</b>	hex, unit, map
<b>Messages :</b>	Unit :: {HexBeingBuilt}
<b>New :</b>	
<b>Pre :</b>	Hex must be empty (no forest on it)
<b>Post :</b>	Initiates the building of a meadow (two turns required to complete)
<b>Use Cases :</b>	

<b>Operation :</b>	GUI actor :: endTurn
<b>Scope :</b>	engine
<b>Messages :</b>	Player : TakeControl
<b>New :</b>	ActionEventsBundle
<b>Pre :</b>	You have to be the current player in order to end your turn
<b>Post :</b>	Control shifted over to other player
<b>Use Cases :</b>	

<b>Operation :</b>	Client :: update
<b>Scope :</b>	engine
<b>Messages :</b>	
<b>New :</b>	
<b>Pre :</b>	
<b>Post :</b>	observer callback to tell GUI to regenerate data
<b>Use Cases :</b>	

on model