

Use Case	Play Medieval Warfare
Scope	
Level	Summary
Intention in Context	The intention of the Player is to be able to achieve all different requirements in order to finally play the game. This doesn't include only playing itself but it includes all setup and hosting stuff
Multiplicity	4
Primary Actor	Player
Main Success Scenario	1. Player starts a new game, completes logging (either by joining one, or creating and hosting one)
	2. Player setup all that is needed (agree on a map, possibly load a game)
	3. Player plays a turn
	4. Player finishes or saves the game
Extensions	2a. Fails if Player tries to load a game but chosed to join an existing game, then must select new game back at step 1

Use Case	New Game
Scope	
Level	User Goal
Intention in Context	The intention of the Player is to be able to fill in the logging info, and decide to start a new game or join an existing game
Multiplicity	1
Primary Actor	Player
Main Success Scenario	1. Player fills in the logging
	2. Player decide to host or join a game
Extensions	

Use Case	Set Up
Scope	
Level	User Goal
Intention in Context	The Player intention is to setup the remaining requirements in order to be ready to play. (Agree on a map, load a previously saved game, etc.)
Multiplicity	4
Primary Actor	Player
Main Success Scenario	1. Load a map (new or existing one)
	2. Agree on the map with other players
	3. Require all 4 players to be ready
Extensions	3a. If not enough players, then wait for players or try another map which might have enough player waiting

Use Case	Play Game
Scope	
Level	User Goal
Intention in Context	The Player intention is to start playing the game which means exchanging turns between players, and save the game when you want to stop playing
Multiplicity	4
Primary Actor	Player
Main Success Scenario	1. Play you turn
	2. Look at other players turns
	3. Save the game
Extensions	2a. If other players stop playing, then game ends

Use Case	Save Game
Scope	
Level	Subfunction
Intention in Context	The intention of the Player is the save all the data associated with the current game in order to play able to play at a later time
Multiplicity	4
Primary Actor	Player
Main Success Scenario	1. Stop Playing
	2. Save the game
Extensions	

Use Case	Play Turn
Scope	
Level	Subfunction
Intention in Context	The intention of the Player is to do some moves in order to play the game and then control is given over to other players until its his turn again
Multiplicity	4
Primary Actor	Player
Main Success Scenario	1. Player does moves
	2. Player hands control over to other players
	3. Player regains control
Extensions	

Use Case	Host Game
Scope	
Level	Subfunction
Intention in Context	The intention of the Player is to start a completely new game. It then becomes the host of this game, so he is the one who can take decision about setup
Multiplicity	1
Primary Actor	Player
Main Success Scenario	1. Player select New Game
	2. Then, Player select Host Game
Extensions	

Use Case	Join Game
Scope	
Level	Subfunction
Intention in Context	<p>The Player intention is to join a lobby that another host created and a host decide on game and play with them</p>
Multiplicity	3
Primary Actor	Player
Main Success Scenario	1. Look at existing games
	2. Join your preferred existing game
Extensions	<p>1a. If no existing game present in lobby, then Player must create a new game</p>