

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

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

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

Operation :	GUI actor :: combine
Scope :	unit
Messages :	unit : combined units
New :	upgradedUnit
Pre :	need the require amount of unit (two peasants, ...
Post :	previous units deleted, new stronger unit created
Use Cases :	

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

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

on model

Operation :	GUI actor :: exit
Scope :	engine
Messages :	
New :	
Pre :	When anywhere and you want to kill everything
Post :	Whole game closed, back to desktop
Use Cases :	

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

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

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

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