

Use Case	Play Medieval Warfare
Scope	System
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	<div>1. Player starts a new game, completes logging in <u>New Game</u></div> <div>2. Play either <u>Join Game</u> or <u>Host Game</u></div> <div>3. Player setup all that is needed (agree on a map, possibly load a game) in <u>Set Up</u></div> <div>4. Player starts playing the game in <u>Play Game</u></div> <div>4. Player finishes or saves the game</div>
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 :	Set Up
Scope :	Engine, Player,Server
Level :	User Goal
Intention in Context :	The Player intention is to set up 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. Player loads a map (new or existing one)
	2. All players agree on the map and sends agreed decision to the System
	3. System requires all 4 players to be ready then moves to <u>Play Game</u>
Extensions :	3a. If not enough players, then wait for players or try another map which might have enough player waiting

Use Case :	Save Game
Scope :	Engine, Map
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. Player selects Save Game in the in game menu
	2. Game data gets saved locally
Extensions :	

Use Case :	New Game
Scope :	Server, UI, Player
Level :	User Goal
Intention in Context :	The intention of the Player is to be able to fill in the logging info (enter usernmae), and decide to <u>Host Game</u> or <u>Join Game</u>

Multiplicity :	1
Primary Actor :	Player
Main Success Scenario :	1. Player logs onto System providing username 2. Player decide to <u>Host Game</u> or <u>Join Game</u>
Extensions :	

Use Case :	Play Game
Scope :	Engine, UI
Level :	User Goal
Intention in Context :	The Player intention is to start playing the game which means <u>Play Turn</u> , or <u>Save Game</u>
Multiplicity :	4
Primary Actor :	Player
Main Success Scenario :	1. Player <u>Play Turn</u> 2. System allow Player to see other players turns(moves) 3. When needed, Player can <u>Save Game</u>
Extensions :	2a. If other players stop playing, then game ends

Use Case :	Play Turn
Scope :	Engine, UI, Map, Unit
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 when he clicks <i>endTurn</i> until its his turn again
Multiplicity :	4
Primary Actor :	Player
	1. Player performs a legal move

<b>Main Success Scenario :</b>	2. Player end his turn and tells System to hand control over to other players
	3. System tells Player to regain control when its his turn
<b>Extensions :</b>	1a. Player performs illegal move he must input another move

<b>Use Case :</b>	Host Game
<b>Scope :</b>	Server, Player
<b>Level :</b>	Subfunction
<b>Intention in Context :</b>	The intention of the Player is to start a completely new game. It then becomes the host of this game, he must select a map.
<b>Multiplicity :</b>	1
<b>Primary Actor :</b>	Player
<b>Main Success Scenario :</b>	1. Player selects New Game
	2. Player selects Host Game
	2. Player selects a map and moves to <u>Set Up</u>
<b>Extensions</b>	

<b>Use Case :</b>	Join Game
<b>Scope :</b>	Server, UI
<b>Level :</b>	Subfunction
<b>Intention in Context :</b>	The Player intention is to join a lobby that another host created and a host decide on game and play with them
<b>Multiplicity :</b>	3
<b>Primary Actor :</b>	Player
	1. System displays existing games

<b>Main Success Scenario :</b>	2. Player decides to join its preferred existing game and moves to <u>Set Up</u>
<b>Extensions :</b>	1a. If no existing game present in lobby, then Player must create a new game