

UC-01	Admin sets-up server
Description	Describes an admin setting up a Magic Realm server
Actors	Admin
Triggering Event	Admin has decided to start a Magic Realm server
Pre-Condition	N/A
Main Sequence	<ol style="list-style-type: none"> 1. Admin Runs the server 2. Admin chooses whether cheat mode is enabled
Post-Condition	Game Server is now running
Resulting Event	Game Server is accepting players

UC-02	Player Connects
Description	Describes a player connecting to a Magic Realm Server
Actors	Player
Triggering Event	Player has decided to play Magic Realm
Pre-Condition	N/A
Main Sequence	<ol style="list-style-type: none"> 1. Player launches MagicRealm client 2. Player selects "Play" 3. Player enters IP address of server they wish to join
Alternative Scenario	Alternative 1: Player decides to quit A2. Player selects "Quit" A3. Application closes
Post-Condition	Player is in the Character Select Screen
Resulting Event	Player is ready to select a Character

UC-03	Player Selects Character
Description	Describes a player choosing their character and starting position
Actors	Player
Triggering Event	Player has connected to server
Pre-Condition	Player is in character select screen
Main Sequence	<ol style="list-style-type: none"> 1. Player chooses Character from list 2. Player chooses starting location for available locations 3. Player clicks "select"
Alternative Scenario	Alternative 1: Character is already taken A1.1 A1.2 Player dismisses popup A1.3 Player selects new character
Post-Condition	Player is viewing the game map
Resulting Event	Player is ready to plan turn

UC-04	Player plans turn
Description	Describes a player planning their turn
Actors	Player
Triggering Event	Player has selected a character and spawn position

Pre-Condition	Player is in the game window
Main Sequence	<ol style="list-style-type: none"> 1. Player selects an action to perform (UC-05 – UC-07) 2. While Player still has available phases player selects another action 3. Player sees actions submitted in status log 4. Player submits turn 5. Player sees turn submitted in status log
Alternative Scenario	<p>Alternative 1: Player submits turn before using all phases A2.1 Player submits turn with extra phases remaining</p> <p>Alternative 2: Player runs out of Phases B2.1 Player sees all action unavailable (greyed-out)</p>
Post-Condition	Game sends turn results
Resulting Event	Player is ready to plan next turn

UC-05	Player plots a Move
Description	Describes a player plotting a move action
Actors	Player
Triggering Event	Player has started planning their turn
Pre-Condition	Player is planning turn
Main Sequence	<ol style="list-style-type: none"> 1. Player selects the Move action button 2. Player is shown a dialog with possible destinations 3. Player chooses a destination and presses ok which consumes a phase
Alternative Scenario	<p>Alternative 1: Player decides to cancel A3.1. Player selects “cancel” A3.2. move dialog closes without updating any game state</p> <p>Alternative 2: player does not have enough phases available to move to a destination B2.1 Player sees possible destinations with unattainable ones non selectable</p> <p>Alternative 3: Player selects a destination that require more than one phase C3.1 consumes multiple phases</p>
Post-Condition	Player available phases is reduced, player is able to submit turn or
Resulting Event	Player has used at least one phase for a move

UC-06	Player attempts to hide
Description	Describes a player attempting to hide
Actors	Player
Triggering Event	Player has started planning their turn
Pre-Condition	Player is planning turn
Main Sequence	<ol style="list-style-type: none"> 1. Player selects the Hide Action button
Alternative Scenario	N/A
Post-Condition	Players available phases is reduced by 1
Resulting Event	Player has used one phase for a hide

UC-07	Player plans a search
Description	Describes a player planning a search Action
Actors	Player
Triggering Event	Player has started planning their turn
Pre-Condition	Player is planning turn
Main Sequence	1. Player selects the Search Action
Alternative Scenario	N/A
Post-Condition	Players available phases is reduced by 1
Resulting Event	Player has used one phase for a search

UC-08	Player submits Turn
Description	Describes a player submitting their planned turn
Actors	Player
Triggering Event	N/A
Pre-Condition	Player is in game
Main Sequence	1. Player selects the submit button
Alternative Scenario	Alternative 1: Server set to Cheat mode A1.1: When Dice Roll Required, Admin inputs the value for the dice rolled
Post-Condition	Player is no longer able to submit turn or plan actions
Resulting Event	Player has sent their turn to the server

UC-09	Player is prompted for Search type
Description	Describes a player choosing a type of search to perform
Actors	Player
Triggering Event	Server is attempting to execute players search
Pre-Condition	Player has submitted Turn with a search action
Main Sequence	1. Player is shown popup with multiple options 2. Player selects an option
Alternative Scenario	N/A
Post-Condition	Server executes selected search type
Resulting Event	Player sees results of all turns

UC-10	Player Sees Results of all Turns
Description	Describes a player seeing the result of the executed turns
Actors	Player
Triggering Event	Server has finished executing all player turns
Pre-Condition	N/A
Main Sequence	1. Player sees results of turns 2. Player sees result of turns logs in the status log
Alternative Scenario	N/A
Post-Condition	Player is now able to record a new turn
Resulting Event	N/A

