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| 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 | 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 |

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| 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 | 1. Player launches MagicRealm client 2. Players 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 |

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| 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 | 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 |

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| 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 | 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 | Alternative 1: Player submits turn before using all phases  A2.1 Player submits turn with extra phases remaining  Alternative 2: Player runs out of Phases  B2.1 Player sees all action unavailable (greyed-out) |
| Post-Condition | Game sends turn results |
| Resulting Event | Player is ready to plan next turn |

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| 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 | 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 | Alternative 1: Player decides to cancel  A3.1. Player selects “cancel”  A3.2. move dialog closes without updating any game state  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  Alternative 3: Player selects a destination that require more than one phase  C3.1 consumes multiple phases |
| 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 |

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| 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 | 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 |

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| 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 |

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| 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 |

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| 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 |

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| 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 |