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| UC-01 | Admin sets-up server and Players Connects |
| Description | Describes an admin setting up a Magic Realm server and Players Connecting |
| Actors | Admin, Players |
| 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 cheat mode as disabled 3. Server launches with cheat mode disabled and game setup 4. Players launches MagicRealm client 5. Players selects “Play” 6. Players enters the IP address of the server |
| Alternative Scenario | Alternative 1: Admin choose cheat mode as enabled  A1.1 Admin selects cheat mode enabled  A1.2 Admin selects Chit locations  A1.3 Server launches with cheat mode enabled (rolls manually specified) |
| Post-Condition | Game Server is now running |
| Resulting Event | Players Select Character |
| Traceability | FR-3, FR-4, FR-5 |

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| UC-02 | Players Selects their Character |
| Description | Describes a player choosing their character and starting position |
| Actors | Players, System |
| Triggering Event | Player has connected to server |
| Pre-Condition | Player is in character select screen |
| Main Sequence | 1. Players choose their characters from list 2. Players choose their starting locations for available locations (for their character) 3. Player clicks “select” 4. System spawns players at their location |
| Alternative Scenario | Alternative 1: Character is already taken  A1.1 Player dismisses popup  A1.2 Player selects new character |
| Post-Condition | Player is viewing the game map and can see all the players locations |
| Resulting Event | Player is ready to plan turn |
| Traceability | FR-1, FR-2 |

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| UC-03 | Players plans their turns |
| Description | Describes a player planning their turn |
| Actors | Players |
| Triggering Event | Players have selected a character and spawn position |
| Pre-Condition | Players have Spawned |
| Main Sequence | 1. Players selects an action to perform 2. While Players still have available phases players selects another action 3. Players sees actions submitted in status log 4. Players submits turn 5. Players sees turn submitted in status log |
| Alternative Scenario | Alternative 1: Players submits their turns before using all phases  A2.1 Players submits their turns with extra phases remaining  Alternative 2: Players runs out of Phases  B2.1 Players sees all action unavailable (greyed-out) |
| Post-Condition | All Players turns have been submitted |
| Resulting Event | System Executes turn |
| Traceability | FR-7, FR-8 |

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| UC-04 | System Processes turns |
| Description | Describes a player submitting their planned turn |
| Actors | Player, System |
| Triggering Event | All turns have been submitted |
| Pre-Condition | Players are in game |
| Main Sequence | 1. System randomly chooses a player and executes turns 2. System asks players for input based on their chosen actions 3. Players respond to input 4. Players see their action being displayed and events in the status log 5. Players see Monsters spawning on tiles that contain other players |
| Alternative Scenario | Alternative 1: Players get blocked  A1.1: Players turns get caught off once they are blocked  A1.2 Players see the turn was not fully completed and blocked message in status log |
| Post-Condition | Player is no longer able to submit turn or plan actions |
| Resulting Event | System transitions to processing combat |
| Traceability | Fr-6, Fr-9, Fr-10, Fr-11, Fr-12, Fr-13, Fr-14, Fr-15, Fr-16 |

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| UC-05 | Players Fight Monsters |
| Description | Describes a player seeing the result of the executed turns |
| Actors | Player, System |
| Triggering Event | System has spawned a monster or player has run into Ghosts |
| Pre-Condition | N/A |
| Main Sequence | 1. System notifies players that monsters has spawned on their clearing and they must fight 2. Players presses ok 3. Players kill the monsters on their clearing 4. Players gains the fame and notoriety of those monsters |
| Alternative Scenario | Alternative 1: Players are hidden  A1.1 Players decide whether or not to fight combat  A1.2 Players sees the result of their decision |
| Post-Condition | System can now handle Player Combat |
| Resulting Event | System can now handle player Combat |
| Traceability | FR-17 |

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| UC-06 | Player Combat: Encounter |
| Description | Describes a player fighting another player in combat |
| Actors | Players, System |
| Triggering Event | Monster Combat has completed |
| Pre-Condition | Two Players are in the same clearing |
| Main Sequence | 1. Players are placed into combat mode by system 2. Players select move chits 3. Players decides to fight 4. Players submit their encounter 5. System processes encounter |
| Alternative Scenario | Alternative 1: Players decide to run away  A1.1 System determine whether a player is successful in running away  A1.2 Players is notified the result |
| Post-Condition | System determines players have to fight |
| Resulting Event | Players enter Melee stage |
| Traceability | Fr-18 |

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| UC-07 | Player Combat: Melee |
| Description | Describes a player fighting another player in combat |
| Actors | Players, System |
| Triggering Event | System has processed encounter stage |
| Pre-Condition | Players forced to fight |
| Main Sequence | 1. Players choose their attack and move counter 2. Players choose how to attack and move 3. Players choose where to place their shield 4. System processes Melee |
| Alternative Scenario | Alternative 1: Players do not have shields  A1.1 Players does not see the shield option |
| Post-Condition | System determines outcome of melee |
| Resulting Event | Players enter Resolve Stage |
| Traceability | Fr-19 |

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| UC-08 | Player Combat: Resolve |
| Description | Describes a player fighting another player in combat |
| Actors | Players, System |
| Triggering Event | System has processed melee stage |
| Pre-Condition | Players fought melee |
| Main Sequence | 1. System informs players of results 2. Players see that they are wounded 3. Players select counters to wound 4. System processes wounded counter and goes to encounter step |
| Alternative Scenario | Alternative 1: Players die  A1.1 Players inform that they have died  A1.2 Players are kicked from the game  Alternative 2: Players missed  A2.1 System goes to encounter step  Alternative 3: Players missed for the second time  A3.1 System ends combat, players obviously suck at it.  Alternative 4: Players damage armor  A4.1 System informs players that their armor is damaged  A4.2 System goes to encounter step |
| Post-Condition | System cycles to a new day |
| Resulting Event | Players plan their turns |
| Traceability | Fr-20 |