

COMP 361 Software Development

Legends of Andor

M2: Use Case Models

Hexanome Group 14

Chelsea Wright, Ailish Mak, Anahita Mohapatra,
Brendon Keirle, Ian Tsai, Max Boksem, Tingyu Shen

Layout of Use Cases:

Play Legends of Andor

- Includes Login
 - Includes Game Lobby
 - Extension Create Account
- Includes Game Lobby
 - Includes Create New Game
 - Includes Open Saved Game
 - Includes Join Game
 - Includes Logout
- Includes Play Game

Play Game

- Includes Complete Day
- Includes Chat
- Includes Free Action
- Includes View HeroBoard
- Includes Open Menu

Open Menu

- Includes Save Game
- Includes End Game

Free Actions

- Includes Buy Item
- Includes Trade
- Includes Active a Fog Token

Complete Day

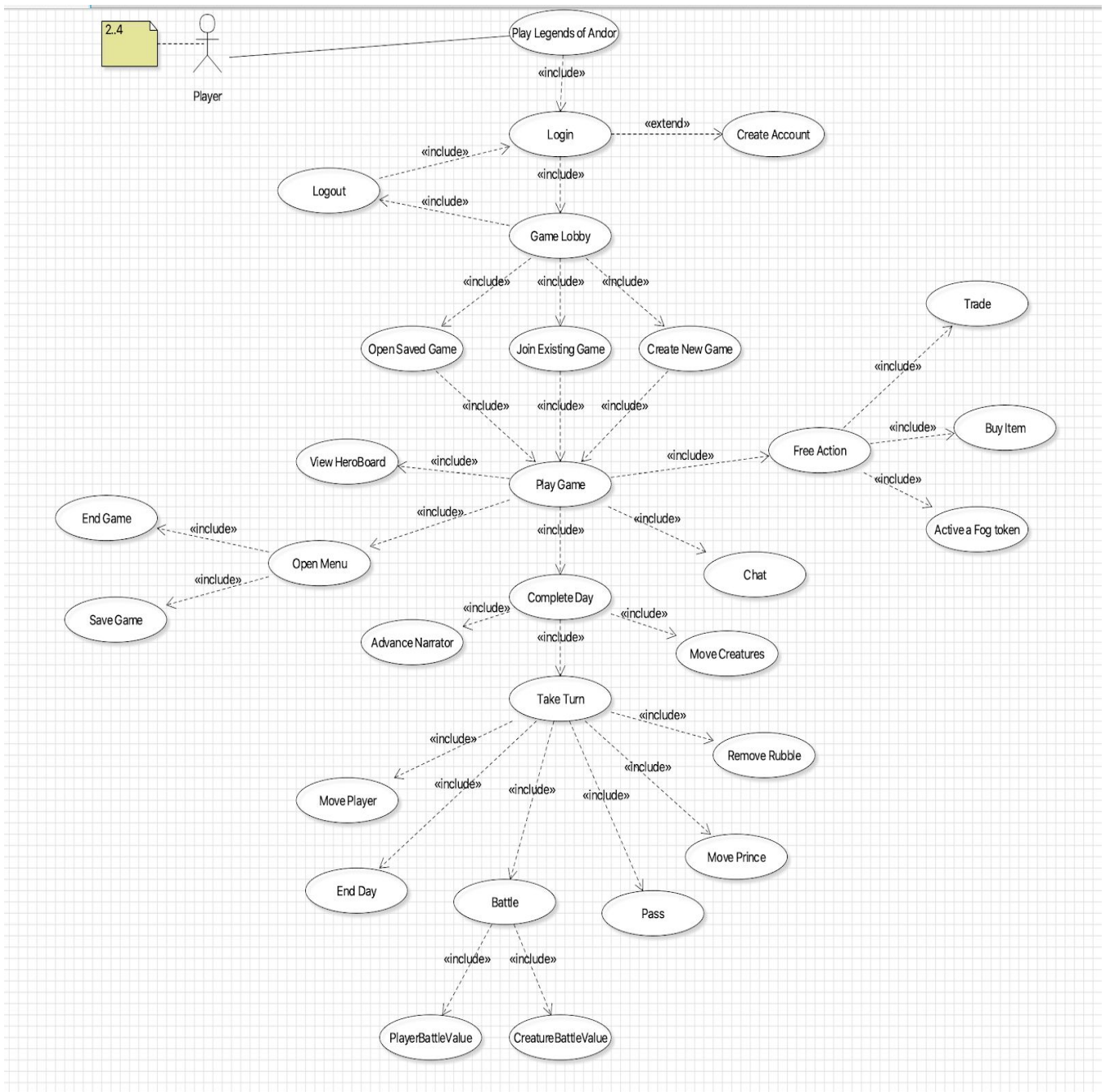
- Includes Advance Narrator
- Includes Take Turn
- Includes Move Creature

Take Turn

- Includes Move Player
- Includes Pass
- Includes End Day
- Includes Move Prince
- Includes Battle
- Includes Remove Rubble

Battle

- Includes PlayerBattleValue
- Includes CreatureBattleValue



Legends of Andor Use Cases Diagram

Play Legends of Andor

Use Case Name: Play Legends of Andor

Scope: Legends of Andor

Level: Summary

Intention in Context: *Player's* intention is to play Legends of Andor.

Multiplicity: 2 to 4 *Players*

Primary Actor: *Player*

Secondary Actors: Other *Players*

Main Success Scenario:

1. *Player* logs in to System.
2. System guides *Player* to game lobby.
3. System takes *Players* into Play Game.
4. System informs *Players* that they have won the game.

Login

Use case: Login

Scope: Legends of Andor

Level: User Goal

Intention in Context: *Player's* intention is to log into an account.

Multiplicity: Multiple *Players* should be able to connect to the same lobby server. Each *Player* can only be connected to one set of login credentials at the same time.

Primary Actor: *Player*

Secondary Actor: System

Facilitator: Sign-in Button

Main Success Scenario:

1. *Player* inserts the username in the username textfield.
2. *Player* inserts the password in the password textfield.
3. *Player* clicks on the sign-in button.
4. System checks to see if the username and password are in the database.
5. System marks *Player* as logged in.
6. System tells *Player* that the login was successful and directs *Player* to Game Lobby.

Extensions

- 1a. *Player* clicks on Create new account button.
 - 1a1. System redirects *Player* goes to Create Account.
- 4a. The server cannot find the username with corresponding password. Use case continues at step 1 and notifies *Player*.
- 5a. *Player* is already marked as logged in.

5a1. *System* prompts *Player* to sign in with another account or to use already open instance of the account they attempted to login with.

5a2. *System* redirects to Step 1.

Create Account

Use case: Create account

Scope: Legends of Andor

Level: User Goal

Intention in Context: *Player's* intention is to create an account in order to login to the main lobby server of the game.

Multiplicity: *Player* can create multiple accounts.

Primary Actor: *Player*

Secondary Actor: Database

Main Success Scenario:

1. *Player* inserts chosen username in the username textfield.
2. *Player* inserts chosen password in the password textfield.
3. *Player* inserts the same password as entered in the confirm password textfield.
4. *Player* clicks on the Create Account button.
5. *System* inserts the username/password combination into the database.
6. *System* prompts successfully created your account to *Player*.
7. *System* takes *Player* to the Login menu.

Extensions:

5a. *Player* did not enter matching passwords.

5a1. *Player* is notified by *System* of this mistake, and taken to step 4.

5b. *Player* entered a username that was already taken.

5b1. *Player* is notified by *System* of the exception, and is taken to step 4.

Game Lobby

Use case: Game Lobby

Scope: Legends of Andor

Level: User Goal

Intention in Context: *Player's* intention is to decide whether to create a new game, open a saved game, play in a public or private game, log out, or turn the sound on or off.

Multiplicity: Many *Players* can be connected to one Game Lobby server

Primary Actor: *Player*

Main Success Scenario:

1. *System* displays the following five buttons to *Player*: Start a new game, Open saved game, Play Game, Logout, and 1 slider (Sound).
2. *Player* selects a following options:
 - Start a new game
 1. *System* directs *Player* to Create New Game.
 - Open saved game
 1. *System* directs *Player* to Open Saved Game.
 - Play Game
 1. *System* directs to Join Game.
 - Logout
 1. *System* directs *Player* to Logout.
 - Sound
 1. *System* shows volumes.
 2. *Player* informs *System* how they want to change.

Logout

Use case: Logout

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to log out of the game lobby.

Multiplicity: One *Player* session can log itself out.

Primary Actor: *Player*

Secondary Actor: Database

Main Success Scenario:

1. *Player* clicks on Logout button in the top right corner of the screen.
2. Database will mark *Player* as signed out.
3. *System* will redirect *Player* to Login use case.

Create New Game

Use case: Create new game

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to create a new game.

Multiplicity: All *Players* are able to create a game

Primary Actor: *Player*

Main Success Scenario:

1. *Player* instructs *System* to create a new game of Legend 2, either public or private, with n *Players*, and level of difficulty.
2. *System* creates new proposed game board.
3. *System* asks host *Player* to choose their character.
4. *Player* invites other *Players* by username.
5. *System* sends invitations to invite *Players* requesting them to Join Game.
6. While $n-1$ *Players* have not joined the game, the host *Player* waits for other *Players* to join the game and continues as a *Player* with the option to invite more *Players*.
7. *System* redirects players to Play Game.

Extensions:

2a. Input usernames don't exist, *System* notifies host *Player* that the requested usernames do not exist or are incorrect.

2a1. *System* prompts *Player* to input another username to invite.

2a2. Return to Step 4.

4a. In a public game, *System* waits for remaining $(n-1)$ *Players* to join.

Join Game

Use case: Join Game

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to accept an invitation and join a game or join an existing public game.

Multiplicity: All *Players* are able to join a game that are already created by a host and available to join.

Primary Actor: *Player*

Secondary Actor: Other *Players*

Main Success Scenario:

1. *Player* decides to join a public or private game. *If a host has invited a Player, Player will have the option to join the game. Otherwise the game will not appear in the private game tab. All public games are available to join by any Player.*
2. *Player* is prompted by *System* to choose a hero.
3. *System removes this hero is from the available heroes to be chosen by the remaining Players.*
4. *System* organizes the order of *Players* depending on the order of when *Player* chose their hero.

5. Once the capacity of *Players* has been reached, *System* redirects *Players* to Play Game and removes game from available games list.

Open Saved Game

Use case: Open Saved Game

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to open a game that is already in progress and has been saved.

Multiplicity: Any *Player* can open a saved game as long as there are saved games that are available to open.

Primary Actor: *Player*

Secondary Actor: Other *Players* (by invitation)

Main Success Scenario:

1. *Player* selects a saved game from the list available in the login menu.
2. *System* waits until all other *Players* of the selected game are online and have chosen to open saved game.
3. *System* resumes the game from the previously saved state.
4. *System* redirects *Players* to Play Game.

Extensions:

- 2a. *Player* can click on return to Game Lobby if they do not want to wait any longer.
 - 2a.1. *System* redirects *Player* to Game Lobby.

Play Game

Use case: Play Game

Scope: Legends of Andor

Level: User Goal

Intention in Context: *Player's* intention is to use game board to play Legends of Andor.

Multiplicity: All *Players* in the game are using the same Game Board

Primary Actor: *Player*

Secondary Actor: Other *Players*

Main Success Scenario:

1. *System* sets up all heroes (according to rank), wells, farmers, fog tokens, creature, and merchants on the map.
2. *System* shows main game board map with all function buttons to *Players*.

3. *Player* performs one of the following:
 - a. Take turn
 - b. Chat
 - c. Open Menu
 - d. View Hero Board
 - e. Free Actions
 - f. Views event card/current legend
4. *Players* Complete a Day.

Step 3 is repeated until the game is completed.
5. *System* notifies *Players* that they have won or lost the game.

Chat

Use case: Chat

Scope: Legends of Andor

Level: Subfunction

Intention in context: *Player's* intention is to send a message to other *Players*.

Multiplicity: All *Players* are able to chat to anyone in the game

Primary Actor: *Player*

Secondary Actor: All other *Players*

Main Success Scenario:

1. *Player* clicks the chat button.
2. *System* opens the popup chat window.
3. *Player* inputs the text message they wish to send to the groups and submits it.
4. *System* informs all other *Players* there is a new message.
5. All other *Players* will see the text if they open the chat window.
6. *Player* re-clicks chat button to close the window.

Open Menu

Use case: Open Menu

Scope: Legends of Andor

Level: Subfunction

Intention in Context: The intention of *Player* is to open the menu which will allow them to end or save a game.

Multiplicity: Individual *Players* may have one menu open which is only visible to *Player* activating the menu.

Primary Actor: *Player*

Main Success Scenario:

1. *Player* clicks the menu button.
2. *System* prompts a menu popup screen.
3. *Player* chooses to End Game or Save Game.

Extensions:

- 2a. *Player* can do step 1 to cancel this screen.

End Game

Use case: End Game

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: The intention of *Player* is to end the game.

Multiplicity: One or more *Players*

Primary Actor: *Player*

Secondary Actor: Other *Players*

Main Success Scenario:

1. *Player* clicks End Game button.
2. *System* prompts *Player* to confirm their decision in a pop-up screen.
3. *Player* chooses to end game.
4. *System* informs all *Players* that the game has ended.
5. *System* redirects all *Players* to the Game Lobby.

Extensions:

- 3a. *Player* chooses to cancel this action.
 - 3a.1. *System* takes *Player* back to game board.

Save Game

Use case: Save the game

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: Save the game for all *Players*

Multiplicity: All *Players* are able to save the game at its current state

Primary Actor: *Player*

Secondary Actor: Other *Players*

Main Success Scenario:

1. *Player* clicks the save game button.

2. *System* notifies other *Players* of the request to save the game.
3. *System* waits to proceed until all *Players* have responded to save request.
4. *System* saves the state of the game.
5. *System* redirects all *Players* to Lobby.

Extensions:

- 3a. *System* continues as normal if any *Players* do not wish to pause the game.

View Hero Board

Use case: View Hero Board

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to view the detailed information about heroes.

Multiplicity: All *Players* are able to individually see the Hero Board.

Primary Actor: *Player*

Secondary Actor: Other *Players*

Main Success Scenario:

1. *Player* informs *System* of which hero's board they would like to see by clicking on the hero on the game board.
2. *System* shows a pop-up screen with the requested hero board.
3. *Player* informs *System* to exit out of hero board pop-up screen.

Extensions:

- 2a. Pop-up screen shows willpower points, strengths points, articles owned, and gold/gemstones owned.

Take Turn

Use case: Take Turn

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to complete a turn.

Multiplicity: One *Player* in the Game

Primary Actor: *Player*

Main Success Scenario:

1. *System* informs *Player* it is their turn.

2. *Player* chooses and completes one of the following actions:

- Choose to Move *Player*
- Choose to Pass
- Choose to End Day
- Choose to Move Prince Thorald
- Choose to Battle a creature if they are on the same space.
A Player with a bow may fight a creature from an adjacent space.
Players cannot fight a creature on a golden shield
- Choose to Remove Rubble from an adjacent space.

3. *Player* informs *System* to end their turn.

Extensions:

2b. *System* informs *Player* that they do not have enough hours in the day to complete their turn.

2b1. *Player* has enough willpower points to complete their turn in overtime hours

2b1a. *System* warns *Player* and asks for confirmation.

2b1b. *Player* informs *System* that they wish to continue into overtime hours.

2b1c. *Player* completes turn.

2b1d. Return to Step 3.

2b2. *Player* cannot complete their decision including all possible overtime hours

2b2a. *System* asks *Player* to make another choice or end turn.

2b2a1. *Player* chooses to end turn.

2b2a1a. *System* redirects to Step 3.

2b2a2. *Player* chooses to pick another turn

2b2a2a. *System* redirects to step 1.

2c. *Player* uses up all available hours (including overtime).

2c1. *System* places *Player's* hour tracker in sunrise box.

End Day

Use case: End Day

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: *Player's* intention is to end their day and retreat to sunrise box. After this, *Player* will not be given a turn until all *Players* end their own day.

Multiplicity: One *Player* whose turn is currently active

Primary Actor: *Player*

Main Success Scenario:

1. *System* prompts *Player* to confirm that they wish to end their day.

2. *Players* confirm their decision to end their day.
3. *System* waits for other *Players* to end their own day.
4. *System* moves *Player's* time tracker into the sunrise box and resets their hours.
5. *System* returns to Step 3 of TakeTurn.

Extensions:

- 2a. *Player* chooses to cancel their decision.
- 2a1. *System* returns *Player* to Take Turn.

Pass

Use case: Pass

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: *Player's* intention is to pass on their turn.

Primary Actor: *Player*

Secondary Actor: N/A

Multiplicity: One *Player* whose turn is currently active

Facilitator Actor: Pass button

Main Success Scenario:

1. *Player* informs *System* that they wish to pass on their turn by selecting the Pass button.
2. *System* advances *Player's* hour tracker by one hour.

Move Prince(Legend 2)

Use case: Move Prince

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: *Player's* intention is to move Prince Thorold.

Multiplicity: One *Player* can move Prince Thorold.

Primary Actor: *Player*

Secondary Actor: Prince Thorold

Main Success Scenario:

1. *Player* informs *System* where to move Prince Thorold.
2. *System* moves Prince Thorold to the requested space and updates *Player's* hour tracker accordingly.

System advances Player's hour tracker by 1 hour for every 4 spaces that Prince Tharold is moved

Move Player

Use case: Move *Player*

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: *Player's* intention is to move their hero to another space.

Multiplicity: One *Player* whose turn is currently active

Primary Actor: *Player*

Secondary Actor: N/A

Main Success Scenario:

1. *Player* informs *System* which space they want to move their hero to.
2. *System* asks *Player* if they want to use any items.
3. *Player* confirms choice.
4. *System* moves *Player's* hero to the requested space.
5. *System* updates *Player's* hour tracker accordingly.
6. *System* passes turn to the next *Player*.

Extensions:

4a. *Player* chooses a space that requires moving through rubble

4a1. *System* prompts *Player* to choose another space and returns to Step 1.

4a1a. *Player* chooses to move to another space

4a1a1. *System* returns *Player* to Step 1.

4a2a. *Player* chooses to perform a different turn decision

4a2a1. *System* returns *Player* to to TakeTurn.

4b. *Player* chooses a space that moves through a space which has a farmer

4b1. *System* prompts *Player* to choose between picking up the farmer or leaving him.

4b1a. *Player* chooses to either pick up farmer or leave farmer on space.

Player can pick up or leave multiple farmers.

Player does not have to end move to collect or leave a farmer.

4c. *System* moves *Player* to a space with a creature

4c1. All farmers carried by *Player* are killed and *System* removes them from the game.

4a. *Player* has the medicinal herb article and chooses to use it during the move.

4a1. *System* does not advance hour tracker for one space (*Player* gets one free hour)

4a2. *System* removes Medicinal Herb article from *Player's* article list and returns it to the equipment board.

4b. If *Player's* hero has the wineskin article and chooses to use it during a move, they get one free hour (*System* does not advance hour tracker for one space).

4b1. Once both sides of the wineskin have been used, *System* returns the article to the equipment board.

Player can use both sides of wineskin and multiple wineskins during a single move turn.

5a. *Player's* move lands on a space with a fog token, the fog token is immediately activated with no time cost.

Remove Rubble

Use case: Remove Rubble

Scope: Legends of Andor

Level: Subsubfunction

Intention in context: *Player's* intention is to remove rubble from a space.

Primary Actor: *Player*

Secondary Actor: Optionally other *Players*

Multiplicity: One or more *Players* are able to remove only rubble adjacent to *Player(s)*.

Main Success Scenario:

1. *System* asks *Player* if they want to remove rubble alone or together.
2. *Player* chooses to either remove rubble alone or remove rubble together.
3. *System* sums all participating *Player's* battle value and outputs this value.
4. *Player* clicks on the rubber tokens they wish to remove.
5. *System* removes the rubber tokens chosen by *Player* from the game.
6. *System* asks *Player(s)* if they want to remove more rubble or finish removing rubble.
Steps 3-6 are repeated as long as one Player chooses to remove rubble
7. Once all *Players* are done removing rubble, return to Step 3 of Take Turn.

Extensions:

2a. *Player* chooses to remove rubble together, *System* sends invitations to all eligible *Players*.

Eligible Players are in a space adjacent to the space with rubble.

5a. *System* informs *Player* that sum of rubble token values chosen by *Player* exceeds their battle value and prompts them to choose another rubble token by or to end turn.

5a1. *Player* chooses to end turn.

5a1a. Return to Step 3 of Take Turn

5a2. *Player* chooses to try another rubble token .

5a2a. Return to Step 4.

Battle

Use case: Battle

Scope: Legends of Andor

Level: Subsubfunction

Intention in context: *Player's* intention is to fight a creature.

Multiplicity: One or more *Players* are able to battle only creatures on a same space or adjacent to *Player(s)*

Primary Actor: *Player*

Secondary Actor: Optionally other *Players*

Main Success Scenario:

1. *System* prompts *Player* if they would like to fight alone or fight together.
2. *Player* chooses to either fight alone or fight together.
3. *Player(s)* enter the fight.
4. *System* sums every participating *Player's* BattleValue and outputs the result.
5. *System* outputs CreatureBattleValue.
6. *System* notifies *Player(s)* of battle outcome.
7. *System* deducts the difference in battle values from the defeated side's willpower points.
8. *System* asks *Player(s)* if they would like to exit or continue to another battle round.
Repeat steps 4-8 for all Players who choose to continue in a battle.
9. Once all *Players* have exited battle, *System* returns to Step 3 of Take Turn for next *Player*.

Extensions:

2a. *System* sends invitations to all eligible *Players* when fighting together option is chosen.
Eligible Players are in the same space as the monster or have a bow and are in an adjacent space.

7a. *System* informs *Player* that they have won the fight once creature's willpower points reaches 0.

7a1. *System* asks all *Players* who were in the final battle round to choose their reward of gold or willpower points (depends on the defeated creature).

7a2. Each *Player* chooses their reward.

7a3. *System* places defeated creature on space 80.

7a4. *System* advances Narrator.

7a1. Skip to step 9.

7b. If the hero(es) reaches 0 willpower points, *System* informs *Player(s)* that they lost the fight.

7b1. *System* subtracts 1 strength point from each *Player* when they have at least 1 strength point.

7b2. *System* grants each *Player* 3 willpower points.

7b3. Skip to step 9.

7c. *Player* informs *System* they would like to use their shield.

7c1. *System* does not deduct willpower points from this *Player*.

7c2. *System* turns over the shield card.

7c3. *System* removes the shield from *Player*'s inventory if the shield was just used for the second time.

PlayerBattleValue

Use case: *Player* Battle Value

Scope: Legends of Andor

Level: Subsubsubfunction

Intention in context: *Player*'s intention is to get their battle value according to their roll.

Multiplicity: *Player* battle value is calculated for one *Player*

Primary Actor: *Player*

Secondary Actor: Optionally other *Players*

Main Success Scenario:

1. *System* advances *Player*'s time tracker by one hour.
2. *System* asks users if they want to use any of the items in their possessions.
3. *Player* confirms possessions and clicks to roll all the dice available to him (determined by current willpower points).
4. *System* simulates dice roll and outputs result of dice roll.
5. *System* calculates and outputs *Player*'s battle value by adding *Player*'s roll value to their current strength points.

Extensions:

1a. *System* advances *Player* past 7 hours.

1a1. *System* warns *Player* and prompts *Player* to choose between going into any available overtime hours (option disabled if no overtime available) or exiting battle.

1a2. *Player* chooses to go into any available overtime

1a2a. *System* continues on to Step 2.

1a3. *Player* chooses to exit battle

1a3a. *System* returns *Player* to main board game.

2a. *System* simulates one dice roll at a time for *Players* which have the bow and are on an adjacent space to the creature.

Player's with the bow who are on the same space as the monster roll as if they do not have the bow except for the Archer.

2a1. *Player* tells *System* whether they would like to use the current roll or roll another dice.

2a2. *Player* tries to roll another dice after rolling the last of their dice. *System* informs *Player* that *Player's* most recent roll will be used.

3a. *System* prevents *Player* from using the brew in conjunction with the helm during a single round.

3a1. *System* returns to Step 2.

3b. *Player* chooses to use helm.

3b1. *System* sums identical dice values are summed up and treated as one roll when *System* decides which roll has the highest value.

3c. *Player* chooses to use witches brew.

3c1. *System* doubles the value of the dice they rolled and marks the witches brew as having been used once.

3c2. *System* removes witches brew from *Player's* inventory after second use.

3d. *Player* informs *System* that they would like to use some of their medicinal herbs.

3d1. *System* informs *Player* that they may gain up to the number of strength points indicated on the medicinal herb card.

3d2. *System* removes the medicinal herb from *Player's* inventory regardless of how many of the strength points *Player* chose to gain.

3e. *System's* dice roll may be affected by *Player's* corresponding special abilities as marked on heroboard.

CreatureBattleValue

Use case: Creature Battle Value

Scope: Legends of Andor

Level: Subsubsubfunction

Intention in context: *Player's* intention is to view creature's battle value.

Multiplicity: *System* will calculate the battle value for one creature for a particular battle.

Primary Actor: *System*

Secondary Actor:

Main Success Scenario:

1. *Player* clicks on creature's dice to roll.
2. *System* simulates a roll of all dice available to the creature.
3. *System* outputs results of roll.
4. *System* calculates and outputs creature's battle value by adding the highest roll to the creature's strength points

Extensions:

- 1a. Creature is a wardark and has less than 7 willpower points
1a1 *System* only uses one black die to roll.
- 1b. Creature is a troll and has at least 7 willpower points,
1b1 *System* will use 3 red dice to roll.
- 3a. Creature rolls identical dice, *System* sums their values and adds it the creature's strength points to calculate the creature's battle value
3a1. *System* outputs this result only when it yields a higher battle value than step 3.

Complete Day

Use case: Complete Day

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to take turns with their hours and returns to the sunrise box after completing a day.

Primary Actor: *Player*

Secondary Actor: Other *Players*

Multiplicity: All *Players* will complete their Day

Main Success Scenario:

1. *System* informs *Player* it is their turn.
2. *Player* will take their turn and perform Take Turn and *System* updates the time tracker for *Player* accordingly.
Repeat steps 1 and 2 until all Players have ended their respective days and are in the sunrise box
3. *System* informs All *Players* that their day is complete.
4. *System* informs All *Players* of the content of the top event card in a pop-up screen.
5. *System* moves all creatures one space in the direction indicated by the board.
System moves creatures in this specified order: Gors, Skrals, Wardarks, Trolls, Wardarks again.
Within each creature category, the creature on the space with the smallest number is moved first by System.
6. *System* refreshes all wells.
7. *System* sets the order for the day by organizing all heroes according to the order (FIFO) in which they entered the sunrise box.
8. *System* advances Narrator.

Extensions:

2a. *Player* doesn't make a decision before the timer runs out, *System* moves on to the next *Player* and redirects to Step 1.

5.a. *System* moves creature to a space which is already occupied by another creature

5a1. *System* moves creature to the adjacent space.

5.b. *System* moves creature is moved into Rietburg Castle (space 0)

5b1. *System* immediately places it on a golden shield next to the castle.

5b1a. There are no more golden shields remaining, *System* informs *Players* that they are lost.

5c. *System* moves creature onto a space with a gemstone

5c1. *System* immediately removes it from the game.

5d. *System* cannot move creatures through a space with a rubble token.

6a. A well on a space with a hero on it cannot be refreshed.

Advance Narrator

Use case: Advance Narrator

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: When the scenario of advancing the narrator pops up

Multiplicity: *System* will update the one Narrator

Primary Actor: *System*

Main Success Scenario:

1. *System* advances Narrator by one space on the legend track.

Extensions:

1a. *System* moves Narrator to a space with a star on it.

1a1. *System* informs *Players* of the corresponding Legend card.

1b. *System* moves Narrator to last letter of the corresponding legend.

1b1. *System* informs *Players* that they have Lost.

Free Action

Use case: Free Actions

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to perform free actions that does not cost any time.

Multiplicity: All *Players* in the game can perform any free action they possess at any time.

Primary Actor: *Player*

Secondary Actor: N/A

Main Success Scenario:

1. *Player* informs *System* that they would like to complete a free action.
2. *Player* completes one of the following free actions
 - a. Activate a fog token
 - b. Empty a well
 - c. Pick up or deposits gold/gemstones or articles from or onto a space
 - d. Trade or give gold/gemstones or articles with or to another hero on the same space
 - e. Use articles
 - f. Buy Item from witch or merchant when on the same space
3. *Player* informs *System* that they are finished with their free action.

Extensions:

- 1a. *Players* cannot perform free actions if they are in the sunrise box.

Trade

Use case: Trade

Scope: Legends of Andor

Level: Subfunction

Intention in Context: *Player's* intention is to trade with another *Player* on the same space.

Multiplicity: Exactly one *Player* must initiate a trade with exactly one other *Player*.

Primary Actor: *Player*

Secondary Actor: Other *Players* (on the same space)

Main Success Scenario:

1. *Player* clicks the trade button
2. *System* brings up the merchant board displaying *Player's* own articles and their gold/gemstones as well as the articles of the other *Player(s)* on the same space.
3. *Player* selects which articles they would like to trade.
4. *System* notifies the other *Player* of the selection of the current *Player*
5. The other *Player* confirms the trade.
6. *System* swaps *Players* articles or gold and adds them to respective *Players* hero boards.

Extensions:

- 1a. *Players* with a falcon can choose to trade with any other *Player* regardless of location.

- 1a1. *System* prohibits large articles such as the shield or bow to be traded using the falcon.
- 1a2. *System* prohibits the falcon from being used more than once per day.
- 1a3. *System* prohibits the falcon from being used in battle.
- 1a4. *System* prohibits the falcon from entering a space with a rubble token.
- 2a. *Player* requests to trade with a *Player* before the end of a battle round.
 - 2a1. *System* informs *Player* that they must wait until the end of a battle round to trade.
- 4a. *Player* asks *System* to trade a medicinal herb.
 - 4a1. *System* informs *Player* that medicinal herbs cannot be traded.
- 5a. The other *Player* does not agree to trade.
 - 5a1. *System* informs *Player* that their trade was refused
 - 5a2. *System* prompts *Player* to either return to main game board or try another trade (return to Step 3 of Trade)

Activate a Fog Token

Use case: Active a fog token

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: *Player's* intention is to use a fog token.

Multiplicity: All *Players* can Activate a Fog Token as long as *Player* is located on the tile with Fog

Primary Actor: *Player*

Main Success Scenario:

1. *System* shows *Player* the image depicted on the fog token which can be either an event card, monster, witch's brew, or a number of items.
2. *System* removes the fog token from the game.

Extensions:

1a. *System* shows *Player* an event card.

1a1. *System* activates event card unless *Player* who activated this fog token uses a shield to prevent the event card from taking effect.

1a1a. *Player* uses the shield when an event card that does not have a shield on it is activated.

1a1b. *System* informs *Player* that shields only affect event cards which have a shield icon on them. *System* then activates the event card played.

1b. *System* shows *Player* a card with a monster.

1b1. *System* places a monster on the space where the fog token was activated.

1c. *System* shows *Player* a card with a witches brew.

1c1. *System* gives a witches brew to *Player* and places a witch on the space where the fog token was activated.

1d. *System* shows *Player* a card with shows an amount of items (wineskins, willpower points, etc.).

1d1. *System* gives the depicted amount on the card of that item to *Player*.

Buy Item

Use case: Buy Item

Scope: Legends of Andor

Level: Subsubfunction

Intention in Context: *Player's* intention is to make a purchase.

Multiplicity: Any *Player* is able to buy any number of items as long as they have enough gold.

Primary Actor: *Player*

Main Success Scenario:

1. *Player* informs *System* that they wish to purchase something from the merchant, witch, or dwarf mine by clicking on the respective icon on *Player's* space.
2. *System* displays a pop-up board indicating the amount of gold *Player* has as well as the articles available for sale along with their respective prices.
3. *Player* informs *System* which article they would like to buy.
4. *System* places article on *Player's* hero board. *Player* is now in possession of the article.
5. *Player* informs *System* that they are finished with their purchase.
6. *System* returns to the Play Game.

Extensions:

3a. *System* informs *Player* that they cannot afford the selected item(s).

3a1. *System* prompts *Player* to exit pop-up screen and return to the game board.