Board Game Simulation

Use-Case Model

Version 1.0

Revision History

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| --- | --- | --- | --- |
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Use-Case Model

# Use-Cases Identification

[Identify actors, scenarios and use cases. Describe the three most important use-cases according to the following format:

***Use case: <use case goal>***

***Level: <one of: summary level, user-goal level, sub-function>***

***Primary actor: <a role name for the actor who initiates the use case>***

***Main success scenario: <the steps of the main success scenario from trigger to goal deliverye following format:>***

***Extensions: <alternate scenarios of success or failure>***

]

# UML Use-Case Diagrams

[Create the UML Use-Case Diagrams.]