Diplomacraft

Use Cases

**Team Royale with Cheese**

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# 

# # 1 | Register

**Identifier:**  UC - 1

**Description:**

- A new user wants to create an account.

**Preconditions:**

- The user must have a valid email address or phone number.

**Postconditions:**

-The user must confirm his account after creating one through a confirmation email or a code sended on his phone.

**Basic Course of Action:**

1. User click on “Register”
2. User type a Username
3. User type an Email/Phone number
4. User type a password
5. User confirm his password
6. User submit the form
7. User is redirected to confirmation page
8. User receive confirmation code by email / text message
9. User type the confirmation code and submit
10. User is logged in.

# # 2 | Log In

**Identifier:**  UC - 2

**Description:**

- User logs into his/her account

**Preconditions:**

- User has an account

**Postconditions:**

- User logs into his/her account and enters the game homepage

**Basic Course of Action:** User logs in with correct credentials

1. User enters email or username

2. User enters password

3. User logs in and enters the game homepage

**Alternate Course A:** User logs in with incorrect credentials

1. User enters email or username

2. User enters password

3. System alerts the user that incorrect credentials have been entered.

# # 3 | List my lobbies

**Identifier:**  UC - 3

**Description:**

- User get a list of his current lobbies.

**Preconditions:**

- User has an account

**Postconditions:**

- User logs into his/her account and enters the game homepage

**Basic Course of Action:**

User goes to the lobby page after logging in.

**Alternate Course A:**

Non applicable..

# # 4 | Create Lobby

**Identifier:** UC - 4

**Description:**

- A user wants to create a lobby to start a game of Diplomacy.

**Preconditions:**

- User is logged in to his/her account

**Postconditions:**

- User is able to create the lobby, apply custom settings, and wait for people to join the lobby.

**Basic Course of Action:**

1. User clicks on the “Create Lobby” button.
2. User is directed to the “Create Lobby” page.
3. User enters the game name.
4. User chooses if the game is public or private.
5. User press “Finish Creating Lobby”
6. System will generate an invite code for other users to use to join the lobby.
7. User is able to create the lobby and will now wait for players to join.

# # 5 | Exit Lobby

**Identifier:** UC - 5

**Description:**

- A user wants to exit a lobby.

**Preconditions:**

- User is in a lobby

**Postconditions:**

- User is able to exit the lobby and go back to the list of lobbies

**Basic Course of Action:** Regular user exits a lobby

1. User clicks the “Exit Lobby” button
2. User enters the list of lobbies screen

**Alternate Course A:** Lobby creator exits the lobby (with another user in the lobby)

1. Creator clicks the “Exit Lobby” button
2. Creator enters the list of lobby screen
3. Another user in the lobby becomes the “Creator”

**Alternate Course B:** Lobby creator exits the lobby (with no one else in the lobby)

1. Creator clicks the “Exit Lobby” button
2. Creator enters the list of lobby screen
3. Lobby becomes deleted.

# 

# # 6 | Join Lobby

**Identifier:** UC - 6

**Description:**

- User is able to join a lobby

**Preconditions:**

- User is logged in

**Postconditions:**

- User is in a lobby

**Basic Course of Action:** User enters a public lobby

1. User clicks “Join Game” button

2. System shows list of game lobbies

3. User clicks on a lobby

a. System shows game information

4. User clicks “Join Lobby”

5. User enters the lobby

**Alternate Course A:** User enters a private lobby

1. User clicks “Join Game” button

2. System shows list of game lobbies

3. User clicks on a lobby

a. System shows game information

4. User clicks “Join Lobby”

5. System prompts user for game code

6. User enters game code in the text input

7. User enters the lobby

**Alternate Course B:** User enters a public or private lobby via game code

1. User is sent a game code by the lobby creator.

2. User enters the game code in a text input

3. User enters the lobby

# # 7 | Start Game

**Identifier:** UC - 7

**Description:**

- User is able to start a game

**Preconditions:**

- User is in a game lobby

**Postconditions:**

- User is in a game with other players

**Basic Course of Action:**

1. User waits for at least 3 players to enter the lobby
2. User clicks on “Start Game” Button
3. User has now started the game.

**Alternate Course B:** If there is less than 3 players

1. User clicks on “Start Game” Button
2. System alerts the user that there are not enough players to start the game.

# # 8 | Leave Game

**Identifier:** UC - 8

**Description:**

- User is able to leave during an active game

**Preconditions:**

- User is in a game

**Postconditions:**

- User is not in a game

**Basic Course of Action:**

1. User clicks on game settings
2. User clicks on “Leave Game” button
3. System alerts the user to confirm the user’s decision
4. User leaves the game and goes back to list of lobby screen

**Alternate Course B:**

1. User exits the browser
2. User leaves the game

# 

# # 9 | Re-Join Existing Game

**Identifier:** UC - 9

**Description:**

- User is able to rejoin the game that the user was in.

**Preconditions:**

- User is signed in and in the lobby screen.

- User was in that existing game

**Postconditions:**

- User is not in a game

**Basic Course of Action:**

1. System shows the button to join existing game in the list of lobbies screen
2. User clicks on “Join Existing Game” button
3. User connects and joins back to the current game

# 

# # 10 | Support

**Identifier:** UC - 10

**Description:**

* A player wants to strengthen his/her own unit in one country with another unit adjacent to it. A player from one power wants to support a player from a different power with his/her own unit.

**Preconditions:**

* The unit that is doing the supporting must be in an adjacent country to the destination of the unit it wishes to support.
* It is during a Movement Phase.
* Units must be on the same type of land (army cannot support a fleet).
* The destination area of a support may not be the same strength of another country moving into it.

**Postconditions:**

* The the two units that are in question are joined on the unit being supported space and their attack/defense strength is increased.

**Basic Course of Action:**

1. The user clicks the “Support” action.
2. The user clicks on the unit they want to move.
3. The user clicks on the unit they want to support.
4. The user clicks on the destination to move into.

# # 11 | Hold

**Identifier:** UC - 11

**Description:**

A player wants the unit to perform no action, and stay in its current position.

**Preconditions:**

- It is during a Movement Phase.

- The unit is in the position that the player wants it in.

**Postconditions:**

- The unit remain in its current position.

**Basic Course of Action:**

1. Player clicks on unit that is to perform the “Hold” action.

2. Player clicks on the “Hold” action.

**Alternate Course A:**

1. If player does not issue any orders to a unit, the unit will default to a “Hold” action.

# # 12 | Adjudication of Orders once all are completed

**Identifier:** UC - 12

**Description:** A optional opt-in checkbox that is available when a power is able to issue orders. If the checkbox is marked when after orders have been requested, the turn will be ended once all powers have issued their orders.

**Preconditions:**

* A user is logged in.
* A user has joined an active game lobby.
* A user marks the Abjudication checkbox.
* A user issues orders for the season.

**Postconditions:**

**Basic Course of Action:**

1.

# # 13 | Private Messaging

**Identifier:** UC - 13

**Description:**

A player wants to secretly talk to other players to make deals.

**Preconditions:**

- The player needs to be in a match. The match needs to be in diplomatic phase.

**Postconditions:**

- The player is able to send and receive messages to another player without anyone else being able to see them.

**Basic Course of Action:**

1. Player right clicks on another player’s icon.

2. Player then clicks on the message option.

3. When the dialog box is open, player types his or her message to the player.

4. Player presses send.

**Alternate Course A:** The dialog box is open the moment the match exits diplomatic phase

1. The box will close automatically, and any messages that were unsent get deleted.

# # 14 | View Move History

**Identifier:** UC - 14

**Description:**

A player wants take a look at all the past moves made in the current match.

**Preconditions:**

- The player needs to be in a match.

**Postconditions:**

- A small window of past orders will appear for the player to view.

**Basic Course of Action:**

1. The player clicks on the “Move History” button.

2. A when a small window appears, the player clicks a button among a list of them associated with the season that they want to view the past orders from.

3. All the orders for that season will appear in the same window.

**Alternate Course A:**  Player clicks on the wrong season

1. The player closes the “Move History” window.

2. The player clicks on the “Move History” button.

3. In the “Move History” window, the player picks the correct season.

# # 15 | End of Game

**Identifier:** UC - 15

**Description:**

The player wants to be able to win the game.

**Preconditions:**

- Player must be in the match

**Postconditions:**

- A small window pops up on all of the players’ screens announcing the winning player.

- The game no longer becomes playable.

**Basic Course of Action:**

1. Player orders to move a unit(s) into a supply center.
2. Player takes the supply center after Order resolution phase.
3. Player keeps taking supply centers until they own more than half of all of supply centers in the game are taken.
4. During the phase after the Player completes step 3, the game no longer becomes playable.
5. A window pops up on each player’s screen announcing the winner.

**Alternate Course A:** Player unit fails to enter a supply center due to it not being adjacent to a tile the unit is in.

1. Player’s unit moves to a tile adjacent to the desired tile.
2. On the next turn, Player orders that unit to move to the supply center.

**Alternate Course B:** Player unit fails to enter a supply center due to opposing units there overpowering the former.

1. Player orders that unit to move to that supply center.
2. Players orders one of their unit(s) to support that unit ( they must have enough supporting units such that it over powers the opposing unit).

**Alternate Course C:** Player unit fails to enter a supply center because a water tile is in the way.

1. A player moves a fleet to that water tile.
2. The player moves a unit on to the tile with the fleet on it.
3. Next turn that unit moves to the supply center.

# # 16 | Retreat Phase

**Identifier:** UC - 16

**Description:** player wants to handle their units that were dislodged after order resolution phase.

**Preconditions:**

- In the game after the order resolution phase

- A unit(s) is dislodged(defeated)

**Postconditions:**

- Dislodged units are move to another adjacent tile.

**Basic Course of Action:**

1. Pick a valid tile adjacent to the tile the dislodged unit is on.
   1. An invalid tile would be an occupied tile, the tile that the attacker came from, or a tile that is empty due to standoff.
2. Order that unit to move to that tile.

**Alternate Course A:** There are no tiles that the dislodged unit can go to

1. Select the unit(s) that is dislodged and has no where else to go.
2. Disband that unit (Remove that unit from the game).

# # 17 | Lobby Chat

**Identifier:** UC - 17

**Description:**

Users are able to chat with each other in the game lobby while waiting for the game to be started. A chat dialogue box appears in the bottom and all messages sent by users can be read.

**Preconditions:**

User is in a lobby.

**Postconditions:**

User has sent a message and it is displayed in the lobby chat.

**Basic Course of Action:**

1. User clicks on the rectangle below the chat dialogue window.

2. User types a message.

3. User presses enter.

4. The message is displayed in the dialogue window.

# # 18 | Submit Orders

**Identifier:** UC - 17

**Description:**

During the Order Writing phase, the user clicks “Submit Orders” a the bottom right of their screen once they are satisfied with their movements for the turn. Units without a move order will default to “Hold”.

**Preconditions:**

Game is in the Order Writing phase.

**Postconditions:**

Orders given by all players are submitted and will show in the next phase.

**Basic Course of Action:**

1. User moves all of their units to their desire.

2. User clicks the “Submit Orders” button on the bottom right of the screen.

# # 19 | Surrender

**Identifier:** UC - 19

**Description:**

If the user does not want to continue playing the game, they have the option to surrender. If a player does surrender, their units remain on “Hold” for the duration of the game and they cannot rejoin.

**Preconditions:**

User is unable or unwilling to continue the game.

**Postconditions:**

User leaves and all their units remain in the “Hold” position for the duration.

**Basic Course of Action:**

1. User clicks the Menu Button
2. User clicks “Surrender”
3. User is sent back to the list of game lobbies.

# # 20 | Cutting Support

**Identifier:** UC - 20

**Description:**

* Enemy army/fleet attacks the tile with an army/fleet that is currently supporting another army/fleet. When this happens, the support is canceled. If the attack is 1-to-1, the support army returns to the original tile. If the attacker has more support, then the support army gets dislodged.

**Preconditions:**

* User’s army is adjacent to the support army

**Postconditions:**

* Support by the support army gets canceled.

**Basic Course of Action:**

1. User selects a tile with his/her army/fleet
2. User selects adjacent tile (that has the enemy support army) to move
3. User is allowed to perform more moves or submit order.
4. After the turn ends, the user’s army stays at his original spot, while the enemy support army gets interrupted.

**Alternate Course A:** If user has more support, then the enemy’s support army gets dislodged.

# # 21 | Gain a Unit

**Identifier:** UC - 21

**Description:**

* User gains a unit during the winter season if the user is able to gain a supply center after the Fall season, or when the user has lost an army/fleet but still has the same amount of supply centers.

**Preconditions:**

* User has more supply centers than current armies and fleet
* Current season is winter

**Postconditions:**

* User has the same amount of supply centers as armies and fleets

**Basic Course of Action:**

1. System shows how many units you can place and shows options on where to place units and how many units to place.
2. User enters number of Army/Navy on a tile of his choice.
3. User presses submit
4. After the timer, User will have gained more units for the next season.

# # 22 | Lose a Unit

**Identifier:** UC - 22

**Description:**

* User loses a unit during the Winter season if a supply center is lost during spring and fall season.

**Preconditions:**

* User has less supply centers than current armies and fleet
* Current season is winter

**Postconditions:**

* User has the same amount of supply centers as armies and fleets

**Basic Course of Action:**

1. System shows that there are less supply centers than armies and fleets and asks the user which unit they would like to remove.
2. User clicks on the unit that they wish to remove.
3. User presses submit.
4. After the timer expires, the user will have lost a unit to match their number of supply centers.

# # 23 | Spring to Fall Transition

**Identifier:** UC - 23

**Description:**

* After the Spring, the season changes to Fall once the the retreat/disbanding phase is over.

**Preconditions:**

* The retreat/disbanding phase of Spring has ended.

**Postconditions:**

* The game has moved onto the the Fall season with all of the units in their correct positions.

**Basic Course of Action:**

1. Users submit orders and they are resolved.
2. Units throughout the board are moved to their correct positions based on the Spring season’s orders.
3. The season in the top right is changed from Spring to Fall.

# # 24 | Move Army to Unoccupied Land Tile

**Identifier:** UC - 24

**Description:**

* Army selects a neutral tile

**Preconditions:**

* User’s army is adjacent to the targeted tile or is able to convoy to the targeted tile

**Postconditions:**

* Army moves into the tile.
* It is during a Movement Phase.

**Basic Course of Action:**

1. User selects a tile with his/her army
2. User selects the neutral tile (with no army or supply center)
3. User is allowed to perform more moves or submit order.
4. After the turn, army will move into the neutral tile.

**Alternate Course A:** If another army (enemy or your own) attempts to move to the same neutral tile, and the user has more support than the other army (enemy or your own).

1. User selects a tile with his/her army
2. User selects the neutral tile
3. User is allowed to perform more moves or submit order
4. After the turn, the army will move to the neutral tile, while the other army stays at their original tile.

# # 25 | Move Army to Unoccupied Land Tile (Contested, User has No/Less Support)

**Identifier:** UC - 25

**Description:**

* User sends his/her army to an unoccupied tile. At the same time, other armies from other adjacent tiles are sent to the same unoccupied tile.

**Preconditions:**

* User’s army is adjacent to the targeted tile
* It is during a Movement Phase.

**Postconditions:**

* User’s army does not move to the targeted tile.

**Basic Course of Action:** When other armies are moving to the same unoccupied tile

1. User selects a tile with his/her army
2. User selects the unoccupied tile
3. User is allowed to perform more moves or submit order
4. After the turn, the army will **not** move to the neutral tile

# # 26 | Move Army to Unoccupied Land Tile (Contested, User Has the Most Support)

**Identifier:** UC - 26

**Description:**

* User sends his/her army to an unoccupied tile. At the same time, other armies from other adjacent tiles are sent to the same unoccupied tile. User’s army however gets more support than the other attackers, so the user’s army will take over that tile.

**Preconditions:**

* User’s army is adjacent to the targeted tile or is able to convoy to the targeted tile
* It is during a Movement Phase.

**Postconditions:**

* User’s army moves to the targeted tile.

**Basic Course of Action:** When other armies are moving to the same unoccupied tile

1. User selects a tile with his/her army
2. User selects the unoccupied tile
3. User is allowed to perform more moves or submit order
4. After the turn, the army will move to the neutral tile because it has more support than the other armies.

# # 27 | Move Army to Unoccupied Land Tile with Supply Center

**Identifier:** UC - 27

**Description:**

* Army selects a neutral tile with supply center

**Preconditions:**

* User’s army is adjacent to the targeted tile or is able to convoy to the targeted tile
* It is during a Movement Phase.

**Postconditions:**

* Army moves into the targeted tile

**Basic Course of Action:** Tile has enemy supply center

1. User selects a tile with his/her army
2. User selects the neutral tile with enemy supply center (No other army in that tile)
3. User is allowed to perform more moves or submit order.
4. After the turn, army will move into the neutral tile
5. User will take over the supply center and be able to gain a unit during the Winter Season

# # 28 | Move Army to Occupied Land Tile

**Identifier:** UC - 28

**Description:**

* User moves army to an occupied tile

**Preconditions:**

* User’s army is adjacent to the targeted tile or is able to convoy to the targeted tile

**Postconditions:**

* User’s army will either stay or move to the targeted tile, depending on the scenario
* It is during a Movement Phase.

**Scenario 1:** User’s army moves to occupied tile with less or equal support than the defender.

1. User selects a tile with his/her army
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, army will NOT move.

**Scenario 2:** User’s army moves to occupied tile with more support than the defender.

1. User selects a tile with his/her army
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, army will move to the targeted tile

**Scenario 3:** User’s army moves to occupied tile while the defender moves to a different tile that is NOT the user’s tile.

1. User selects a tile with his/her army
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, army will move to the targeted tile

**Scenario 4:** User’s army moves to occupied tile while the defender moves to the user’s tile (swapping positions)

1. User selects a tile with his/her army
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, army will move to the targeted tile

# # 29 | Move Fleet to Unoccupied Water/Coastal Land Tile

**Identifier:** UC - 29

**Description:**

* User moves fleet to an unoccupied water tile

**Preconditions:**

* User’s fleet is adjacent to the targeted water tile or coastal land tile
* It is during a Movement Phase.

**Postconditions:**

* User’s fleet moves into the targeted water tile

**Basic Course of Action:**

1. User selects a tile with his/her fleet
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, fleet will move to the targeted tile

# # 30 | Move Fleet to Unoccupied Water/Coastal Land Tile (Contested)

**Identifier:** UC - 30

**Description:**

* User moves fleet to an unoccupied water tile. At the same time, other fleets from other adjacent tiles are sent to the same unoccupied tile.

**Preconditions:**

* User’s fleet is adjacent to the targeted water tile or coastal land tile
* It is during a Movement Phase.

**Postconditions:**

* User’s fleet does not move into the targeted water tile

**Basic Course of Action:**

1. User selects a tile with his/her fleet
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, fleet will move not to the targeted tile

# # 31 | Move Fleet to Occupied Water/Coastal Land Tile

**Identifier:** UC - 31

**Description:**

* User moves fleet to an occupied water tile.

**Preconditions:**

* User’s fleet is adjacent to the targeted water tile or coastal land tile with an enemy
* It is during a Movement Phase.

**Postconditions:**

* User’s fleet will either stay or move to the targeted tile, depending on the scenario

**Scenario 1:** User’s fleet moves to occupied tile with less or equal support than the defender or contesters.

1. User selects a tile with his/her fleet
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, fleet will NOT move.

**Scenario 2:** User’s fleet moves to occupied tile with more support than the defender contesters.

1. User selects a tile with his/her fleet
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, fleet will move to the targeted tile

**Scenario 3:** User’s fleet moves to occupied tile while the defender moves to a different tile that is NOT the user’s tile.

1. User selects a tile with his/her fleet
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, fleet will move to the targeted tile

**Scenario 4:** User’s fleet moves to occupied tile while the defender moves to the user’s tile (swapping positions)

1. User selects a tile with his/her fleet
2. User selects the targeted tile to move
3. User is allowed to perform more moves or submit order.
4. After the turn, fleet will move to the targeted tile

# # 32 | Convoy

**Identifier:** UC - 32

**Description:**

* User allows his/her fleet to be able to convoy an army to another land tile adjacent to the fleet. Fleet can convoy enemy armies, as long as the fleet allows them.

**Preconditions:**

* User’s fleet is on a water tile (not coastal tile)
* Army must be adjacent to the fleet.

**Postconditions:**

* User’s fleet is able to convoy an army from land tile to another land tile.

**Basic Course of Action:** User orders army to be convoyed

1. User selects a tile with his/her fleet
2. User selects the convoy button
3. User selects the adjacent coastal land with army to convoy.
4. User selects another adjacent coastal land for the destination of the convoy
5. User is allowed to perform more moves or submit order.
6. After the turn, if the army moves to the same coastal land tile as the convoy order, then the army will move to that land.

# # 33 | Fleet Dislodgement

**Identifier:** UC - 33

**Description:**

* A fleet supported by another fleet can dislodge an enemy fleet and disrupt the convoy.

**Preconditions:**

* The attacking fleet is supported by another fleet. Both of those fleets must be adjacent to the fleet that is being attacked

**Postconditions:**

* The enemy fleet has to retreat while the attacker takes over the tile. If enemy fleet can’t retreat, then it gets removed.

**Basic Course of Action:**

1. User selects a tile with his/her fleet
2. User moves fleet to enemy fleet
3. User selects another

**Alternate Course A:**

# # 34 | In-Game Chat

**Identifier:** UC - 34

**Description:**

* A chat tab is displayed in the bottom right of the screen. Once clicked on, a dialogue box pops up allowing the user to type and send messages that all players can see.

**Preconditions:**

* User is connected to a live game.
* User has a keyboard.

**Postconditions:**

* User’s inputted message is displayed in the in-game chat box.

**Basic Course of Action:**

1. User clicks on the “chat” tab on the bottom right of the screen.
2. User clicks on the small rectangle which is the input bar.
3. User types message.
4. User clicks “submit” or presses “enter” to send the message.
5. The message is displayed in the chat box.

# # 35 | Fall to Spring Transition

**Identifier:** UC - 35

**Description:**

* If no units are lost or gained in the Fall, Winter is skipped and the game moves on to Fall.

**Preconditions:**

* The game is in the Fall season and no supply centers have been gained or lost.

**Postconditions:**

* Game is moved into the next year’s Spring season.

**Basic Course of Action:**

1. Users have all submitted their orders for the Fall.
2. Units not given orders are put to hold.
3. Game is moved to the Spring season of the next year.

# # 36 | Display Valid Moves

**Identifier:** UC - 36

**Description:**

* When User selects a tile that has his/her unit, then the system will highlight all tiles that the unit can move to. It will also make them clickable and allow the user to do certain actions according to the Move, Convoy, and Support use cases

**Preconditions:**

* It is during a Movement Phase.
* User has units on the board.

**Postconditions:**

* User is able to see the highlighted tiles that represents the possible moves by the unit selected.

**Basic Course of Action:**

1. User clicks on a tile that has his/her unit.
2. System highlights tiles that represents the possible moves by the unit selected.

# # 37 | Year Summary

**Identifier:** UC - 37

**Description:**

* If units were gained or lost during the year, a pop-up message displays each country’s gains or losses.

**Preconditions:**

* User exits the Fall season

**Postconditions:**

* System displays a summary of the year, showing countries’ gains and losses of their units.

**Basic Course of Action:**

1. User exits Fall season
2. System displays a window that shows the summary of how many supply centers and units each team has.

# # 38 | Fall to Winter Transition

**Identifier:** UC - 38

**Description:**

* User goes into the Winter season if there have been units that have been destroyed or if there has been supply centers that have been taken over.

**Preconditions:**

* Number of units does not equal the number of supply centers that each player owns.
* User is in Fall season

**Postconditions:**

* User enters the winter season and will be able to gain/lose units (See UC - 21/22)

**Basic Course of Action:**

1. User puts him/herself in a situation where he/she has unequal number of units as the supply centers.
2. User goes into Winter Season to be able gain/lose units depending on how many supply centers and current units the user has

# # 39 | Winter to Spring Transition

**Identifier:** UC - 39

**Description:**

* User goes from Winter to Fall after the user decides to place units

**Preconditions:**

* User is in Winter season

**Postconditions:**

* User is in Spring season and the map gets updated with added/removed units

**Basic Course of Action:**

1. User finishes gaining/losing units during Winter season and clicks submit.
2. User waits for other players to finish their selection or when timer runs out
3. User enters Spring season and all the map gets updated with added/removed units

# # 40 | Log out

**Identifier:** UC - 40

**Description:**

* User wants to log out of the application.

**Preconditions:**

* User is currently logged in

**Postconditions:**

* User is logged out

**Basic Course of Action:** Log out from the main menu

1. User clicks on “Log out” button
2. System logs the user out.
3. User goes back to the log in page.

**Alternate Course A:** Log out by closing the application

1. User force closes the application
2. System automatically logs out the user