

CS 383 Swords & Sorcery  
Master Use Case Descriptions & Diagram

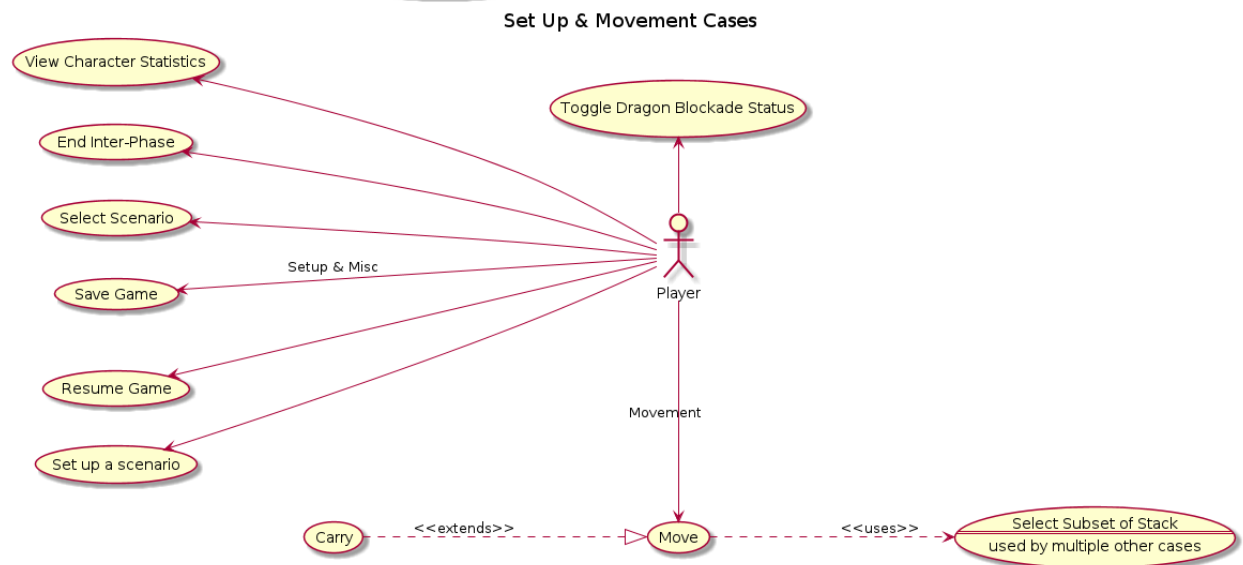
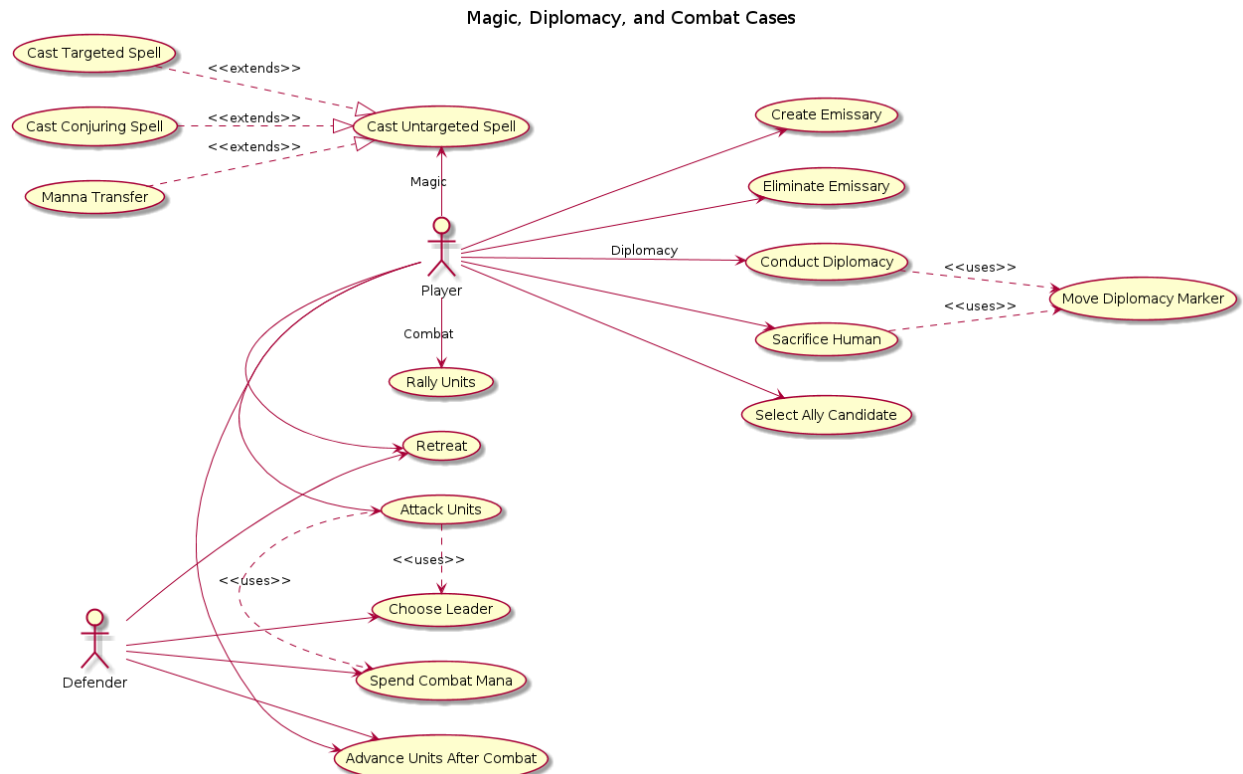
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# Use Case Diagrams



## 1 New Game

---

**Actor:** Player

**Goal:** To start a new game

**Summary:** Player selects options from a menu, choosing what game to initiate.

**Steps:**

1. Player selects "new game".
2. System displays a list of scenarios.
3. Player selects a scenario.
4. Player selects what nation they will play.
5. System adds the game to the list available in the Lobby.
6. Player proceeds to Set Up.

## 2 Join Game

---

**Actor:** Player

**Goal:** To join an available game

**Summary:** Player selects game from the Lobby.

**Steps:**

- 
1. System displays a list of available games/scenario/opponent in the Lobby from main menu.
2. Player selects a game.
3. Player selects what nation they will play.
4. System displays faction information such as victory conditions and starting units.
5. Player confirms selection.
6. System informs opponent(s) of the new player.
7. Player proceeds to Set Up.

## 3 Set Up

**Actor:** Players starting a game

**Goal:** To do scenario set-up

**Summary:** Player places the allocated units in valid hexes.

**Steps:**

- 
- 2. Player places units in appropriate hexes until all available units from all players have been placed.
- 3. Player indicates when they are 'satisfied' with placement.
- 
- 1. System displays units to be placed and valid hexes.
- 4. System toggles "satisfied" off whenever enemy units are placed.
- 5. Scenario begins whenever all players are "satisfied".

## 4 Resume Game

---

**Actor:** Player

**Goal:** To resume a saved game

**Precondition:** A saved game exists. The player wishes to reconnect to the existing game rather than a new one.

**Summary:** The player restores a previously saved state

**Related:**

**Steps:**

- 1. The player selects the "Resume Game" option.
- 2. The system displays the available saved games.
- 3. The player selects the desired save file.
- 4. The system displays a prompt.
- 
- 5. The system loads the saved state.

## 5 Save Game

---

**Actor:** Player

**Goal:** To save the current game state for later play

**Precondition:** A game is currently being played

**Summary:** The player selects a save option and the system saves the current state.

**Related:**

**Steps:**

- 1. The player selects the "Save Game" option.
- 2. The system displays a list of available save slots.
- 3. The player selects the desired slot.
- 4. The system displays the relevant confirmation prompt.
- 
- 5. The system saves the current state of the game.

## 6 Select Scenario

---

**Actor:** Hosting Player

**Goal:** To select a pre-made game scenario.

**Precondition:** A new game has been initiated

**Summary:** The hosting player selects a pre-made game scenario, for a new game.

**Related:**

**Steps:**

- - 1. The system displays the list of available pre-made scenarios for the hosting player to select.
- 2. The player selects the desired scenario from the list.
  - 3. The system displays the relevant confirmation prompt.
- - 4. The system loads the selected scenario.

## 7 End Inter-Phase

---

**Actor:** Player

**Goal:** To end the current player's phase.

**Precondition:** The game is in a phase the player has control to end.

**Summary:** The player wishes to end their current phase early. If the rules are not violated the turn is ended.

**Related:**

**Steps:**

- 1. The player selects an "End Phase" option
  - 2. The system displays the relevant confirmation prompt.
- - 3. The system ends the current phase.

## 8 Select Ally Candidate

---

**Actors:** All Players

**Goal:** To determine player alliances for the game-turn.

**Precondition:** It is currently the player-Order Determination Inter-Phase.

**Summary:** Each player selects any other player(s) they would like to be allied with for the turn.

**Steps:**

- 
- 1. The system displays to each player a list of potential allies (the other, eligible, players).
- 2. The players select any other player(s) they wish to ally with for the game-turn.
- 3. The player indicates they are finished selecting hopeful allies.
- 4. The system moves to the next phase.

## 9 Move

---

**Actor:** Player

**Goal:** To move unit(s) or character(s) from one tile to another

**Summary:** Move a unit, character, monster, stack, or subset of a stack from a starting tile to a destination tile, depending on terrain or movement points.

**Precondition:** It is the player's movement phase

**Related:** Carry, Select Subset of Stack

**Steps:**

- 1. The player selects a unit, character, monster, stack, or stack subset.
- 2. The system displays what hexes are reachable by those unit(s) based on their remaining Movement Points.
- 3. The player selects a destination hex to move the unit(s) to.
- 4. The unit(s) are moved and their movement points are subtracted accordingly.

**Alternatives:**

- 1. If unit is moved into an enemy zone of control, it's movement might immediately end.
- 2. If a unit movement would trigger invasion, the player is prompted to confirm the action.
- 3. If a unit move ends on an enemy character, the character is captured.
- 4. The user can cancel movement after being shown the reachable hexes.
- 5. Some unit(s) will not be able to make a valid movement for various reasons, in this case the user must cancel the movement.

## 10 Teleport

---

**Actor:** Player

**Goal:** To carry a character using a flying unit

**Summary:** Flying units or monsters can carry other characters if said other characters haven't moved yet.

**Precondition:** It is the movement phase and the player has a flying unit that has room on it's back, in range of a character that hasn't moved yet

**Related:** Movement



**Steps:**

1. Player moves on top of a portal hexagon.
2. Player is provided a dialog giving them the option to use the portal.
3. the player chooses to teleport his units individually or as a group.
4. Perform appropriate teleportation.

**Alternatives:**

1. Should an enemy unit occupy an output portal, the teleported units should be retreated by one tile.
2. A player can choose not to teleport in step 2.
3. A player may have a spell (Teleport Protection, Teleport Control) affect the outcome of step 4.

## 11 Carry

---

**Actor:** Player

**Goal:** To carry a character using a flying unit

**Summary:** Flying units or monsters can carry other characters if said other characters haven't moved yet.

**Precondition:** It is the movement phase and the player has a flying unit that has room on it's back, in range of a character that hasn't moved yet

**Related:** Movement

**Steps:**

1. The player moves a flying unit over unmoved character(s) as per **Movement**
2. The system asks which, if any, characters should be carried.
3. The player indicates which, if any, characters they want carried.
4. Those characters are stacked with the flying unit for the remainder of the movement phase.

## 12 Select Subset of Stack

---

**Actor:** Player

**Goal:** To select one or more units out of a stack

**Summary:** There's lots of unit stacking in Swords & Sorcery. The player needs an easy way to both use a stack as a whole or to use specific units from a stack.

**Steps:**

1. The user selects a stack.
2. The user is given the choices of using the stack as a whole, selecting one or more units out of the stack, or cancelling the selection.
3. The user either cancels or selects the desired unit(s).
4. Those units become selected.
5. The user continues on with whatever action they were going to do using the selected units.

- Alternatives:**
1. In some states it might only make sense to select a single unit out of a stack. In this case the user is not given the choice of selecting multiple units or the whole stack
  2. In some states such as **Eliminate Unit** the player may be forced to select some number of units. In this case there is no option to cancel

## 13 Attack Units

---

**Actor:** Player

**Goal:** Attack opposing player through combat

**Precondition:** Player is in the Combat Resolution Segment

**Summary:** Player selects units to attack and unit to be attacked. Combat is resolved by the system.

**Related:** Choose Leader, Spend Combat Manna

**Steps:**

1. Attacker selects units to attack.
2. Attacker selects unit to be attacked.
3. System notifies defending player.
4. If multiple leaders (Choose Leader).
5. If magic capable leaders (Spend Combat Manna).
6. System displays effects of combat.

- Alternatives:**
1. User deselects units in step 1.
  2. Combat is not valid in step 2.

## 14 Advance Units After Combat

---

**Actor:** Player

**Goal:** To move units forward into the enemies retreating path

**Precondition:** Player has won combat and opposing player has retreated units.

**Summary:** Player can choose to move units into retreating path of enemy after combat.

**Steps:**

1. Player selects units to advance.
2. Player selects path of advance.
3. System checks if path is valid and displays result.

- Alternatives:**
1. Player chooses not to move.
  2. Player deselects units in step 1.
  3. Path is not valid so unit does not move.
  4. If a unit advance ends on an enemy character, the character is captured.

## 15 Retreat

---

**Actor:** Player

**Goal:** To retreat units after losing combat

**Precondition:** Player has just lost combat

**Summary:** The player can choose to retreat units after combat or kill off units.

**Steps:**

1. System shows player units to be retreated.
2. Player selects units to kill.
3. Player chooses path for remaining units.
4. System checks if path is valid and displays results.

**Alternatives:**

1. Units are all killed in combat.
2. Player kills all units in step 2.
3. Path not valid in step 3

## 16 Choose Leader

---

**Actor:** Player

**Goal:** To select one leader if multiple are present

**Precondition:** Player has more than one leader.

**Summary:** Player chooses which leader to use.

**Steps:**

1. Player selects leader from stack.
2. System shows player which leader is to be used.

**Alternative:** Player deselects unit in step 1. Leader is not allowed to be used.

## 17 Spend Combat Manna

---

**Actor:** Player

**Goal:** Cast magic from leaders in combat

**Precondition:** Player is in combat and has magical leader with manna points

**Summary:** Player chooses which leader to use.

**Steps:**

1. Player selects character.
2. Player chooses amount of manna to spend.
3. System shows player combat strength of spell.

**Alternatives:**

1. Player deselects unit in step 1.
2. Player does not have enough manna in step 2.

## 18 Rally Units

---

**Actor:** Player

**Goal:** Attempt to rally units that have been demoralized

**Precondition:** Player has demoralized units and leader is present in stack. player in Unit Rallying Segment of Army Combat Phase

**Summary:** Player chooses leader to use if multiple and is shown if rally was passed.

**Steps:**

1. Player selects demoralized units to be rallied.
2. Player selects leader to rally with, if there are more than one.
3. System shows result of rally.

**Alternatives:**

1. Player deselects units in step 1.
2. Leader is not allowed to be used.
3. Units cannot be rallied.

## 19 View Character/Unit Statistics

---

**Actors:** Player

**Goal:** view the statistics and current state of a certain character, unit, or monster in play.

**Precondition:** a character, unit, or monster is in play.

**Summary:** The user performs this action when he wishes to view the full statistics relating to a character, unit, or monster in play. It is similar to consulting the characters card in the manual system.

**Steps:**

1. Player selects the character, unit, or monster
2. System displays a menu asking what the user wants to do with the selected object (may include Move, Attack, Cast spell, View, etc. . . depending on game phase).
3. Player chooses View.
4. System displays the character, unit or monsters relevant statistics (those on the game card plus manna level and movement points remaining if applicable) in a new window
5. User closes the window.

**Alternative:** User can choose Cancel instead in Step 3 to close the menu.

## 20 Cast Untargeted Spell

---

**Actors:** Player

**Goal:** To cast a particular spell on a particular target, which may be a group of hexes, hex sides, characters, or units.

**Precondition:** Player fulfills a set of preconditions for at least one spell. These preconditions depend on the characters available, their manna levels, and the game phase.

**Summary:** The actor will choose one of his characters, and select a spell.

**Steps:**

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc. . . depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play.
5. User selects one of the untargetted spells.
6. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to create the force walls.
- 
7. System reports the spells results in a dialog box.
8. User accepts results, closing dialog box.

**Alternative:** User may choose to cancel in steps 3, or 5.

## 21 Cast Targeted Spell

---

**Actors:** Player

**Goal:** To cast a particular spell on a particular target, which may be a group of hexes, hex sides, characters, or units.

**Precondition:** Player fulfills a set of preconditions for at least one spell. These preconditions depend on the characters available, their manna levels, the targets available, and the game phase.

**Summary:** The actor will choose one of his characters, select a spell, and then choose one or more targets based on the cost of the spell.

**Related:** Uses "Select Subset of Stack" and extends "Cast Untargeted Spell".

**Steps:**

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc. . . depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play.
5. User selects one of the targetted spells.
6. System highlights possible target hex sides and asks the user to choose one.
7. User selects up to as many of the specific type of target as his character can afford to cast the spell on at a cost of 2 Manna points per hex side. When done, user can press continue.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to create the force walls.
- 
9. System reports the spells results in a dialog box.
10. User accepts results, closing dialog box.

**Alternative:** User may choose to cancel in steps 3, 5, or 7.

## 22 Cast Conjuring Spell

---

**Actors:** Player

**Goal:** To conjure a particular type of unit to aide the player.

**Precondition:** It must be the player's Magic phase. The user must have a character of attempting a conjuring spell and have Manna points for it. No non-conjuring spells may have been cast by this character this game-turn.

**Summary:** The actor will choose one of his characters, select a spell, and then choose how long the unit is to remain in play.

**Related:** Extends "Cast Untargeted Spell".

**Steps:**

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc. . . depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play.
5. User selects one of the targetted spells.
6. System highlights possible target hex sides and asks the user to choose one.
7. User selects up to as many game-turns as he can afford, given the cost of the spell.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to create the force walls.
- 
9. System reports the spells results in a dialog box.
10. User accepts results, closing dialog box.

**Alternative:** User may choose to cancel in steps 3, 5, or 7.

## 23 Cast CounterSpell

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**Actors:** Player

**Goal:** To negate the effects of certain spells

**Precondition:** It must be an opponent player's CounterSpell segment. The opponent must have just cast a counter-able spell: Fear, etc. The Player must have a magic character with a level high enough to cast the appropriate counter spell.

**Summary:** All Opponent players may choose to cast counterspells, without knowing whether each other are doing so [e.g. chat cut-off].

**Steps:**

- 
1. System displays a dialog informing the user that so-and-so has cast the such-and-such spell, and asks if they want to counter it.
2. Player chooses Cast counter spell.
3. System displays a window with the outcome.

## 24 Manna Transfer

---

**Actors:** Player

**Goal:** To transfer Manna between a player's characters.

**Precondition:** It must be this players Magic phase, and the user must have a character capable of attempting a rst level spell, and this character must have 2 Manna points. Another of the players magic-capable characters must reside in the same hex as the casting character.

**Summary:** the user selects a character, chooses this spell, and then selects how much Manna to transfer and to what character.

**Related:** Extends "Cast Untargeted Spell".

**Steps:**

1. Player selects one of his or her characters
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play.
5. User selects Manna Transfer.
6. System asks user to select a character to transfer Manna to.
7. User selects one of his characters in the same hex as the casting character.
8. System asks how much Manna is to be transferred.
9. User enters a number no greater than half of the casting character's current Manna level and no greater than the receiving character's maximum Manna level.
10. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to transfer the Manna.
- 
11. System reports the spell's results in a dialog box.
12. User accepts results, closing dialog box.

**Alternative:** User may choose to cancel in steps 3, 5, 7, or 9.

## 25 Create Emissary

---

**Actor:** Player

**Preconditions:** Friendly movement phase; character with diplomatic rating greater than 0; character has 1 or 0 emissaries.

**Summary:** The player creates an emissary

**Steps:**

1. User selects character which will spawn emissary.
2. System creates the emissary and updates the board.

## 26 Eliminate Emissary

---

**Actor:** Player A, Player B

**Precondition:** Emissary occupies same hex as enemy unit(s).



**Summary:** One player eliminates another players emissary.

**Steps:**

1. Player A indicates they wish to terminate Player B's emissary.
2. System removes emissary and updates the game board.

## 27 Conduct Diplomacy

---

**Actor:** Player

**Precondition:** Player controls an emissary or character that occupies a neutral Capital hex.

**Summary:** Player conducts diplomacy using a character or emissary at a neutral Capital.

**Related:** Move Diplomacy Marker

1. User chooses to conduct diplomacy.
2. System indicates which emissary or character pieces are eligible.
3. User selects emissary or character.
4. System calculates results of diplomacy.
5. User moves diplomacy marker as in **Move Diplomacy Marker**

**Alternative:** System calculates a negative result for diplomacy and moves the diplomacy marker itself.

## 28 Move Diplomacy Marker

---

**Actor:** Player

**Goal:** Move a player's diplomacy marker.

**Precondition:** Positive results from **Conduct Diplomacy** or **Sacrificing a Unit**.

**Summary:** Player moves their diplomacy marker on the Diplomacy Track.

**Steps:**

- 
1. System displays Diplomacy Track.
2. User moves Diplomacy marker and confirms movement.
3. System updates Diplomacy Track.

**Alternative:** User moves Diplomacy marker to a players hex. That neutral is now allied with that player and the diplomacy marker is removed from play.

## 29 Sacrifice

---

**Actor:** Player

**Goal:** Sacrifice a character or unit in order to sway a neutral's allegiance.

**Precondition:** Movement is done during movement phase. The sacrifice is done during the diplomacy phase.

**Summary:** A player sacrifices a unit or eligible character.

**Related:** Move Diplomacy Marker

**Steps:**

1. User moves character, unit, or captured character to a hex adjacent to a character or unit of the neutral.
2. During the diplomacy the system removes the "sacrifice"
3. User moves neutral diplomacy marker as in **Move Diplomacy Marker**

**Alternative:** User isn't allowed to sacrifice characters because of their religion.

## 30 Toggle Dragon Blockade Status

---

**Actor:** Player

**Goal:** Change the status of blockades in a dragon tunnel complex.

**Precondition:** The dragon must be inside or adjacent to an entrance of a Dragon Tunnel Complex.

**Summary:** The player controlling the dragon chooses to either blockade entrances to a tunnel complex, or to remove a blockade. Either of these replace the dragon's movement for that game-turn.

**Steps:**

1. User selects a dragon player and which type of blockade change will be happening
2. System asks which hex sides will be effected by the change
3. User selects one or more hex sides.

## 31 Attempt to Escape

---

**Actor:** Player

**Precondition:** Happens during manna regeneration phase. A Player must have a captured character.

**Summary:** Captured characters can attempt to escape their grisly fate.

**Steps:**

- 
1. System asks during manna regeneration whether the user wants character to attempt escape.
2. User chooses to attempt escape.
3. System calculates results of escape attempt.

**Alternatives:**

1. User chooses not to escape
2. Magic-using characters are prompted prior to step 3 whether they wish to use manna to aid their escape.

## 32 Eliminate Prisoner

---

**Actor:** Player

**Precondition:** Diplomacy interphase. A Player must have a captured character in a capitol.

**Summary:** Captured characters can be executed.

**Steps:**

- - 1. System asks during diplomacy interphase whether the user wishes to execute captured characters in capitols.
  - 2. User chooses to execute the prisoner.
  - 3. System updates state and maps and informs players of the grisly result.

**Alternative:** User chooses not to execute (for now).

## 33 Eliminate Unit from Full Stack

---

**Actor:** Player

**Precondition:** The player ends an inter-phase with an over-sized stack that has to be trimmed.

**Summary:** The player selects which units to eliminate from a stack that is too full

**Related:** Select from stack

**Steps:**

- - 1. The game shows the player the units in an oversized stack.
  - 2. The player selects units to eliminate until the stack is small enough.