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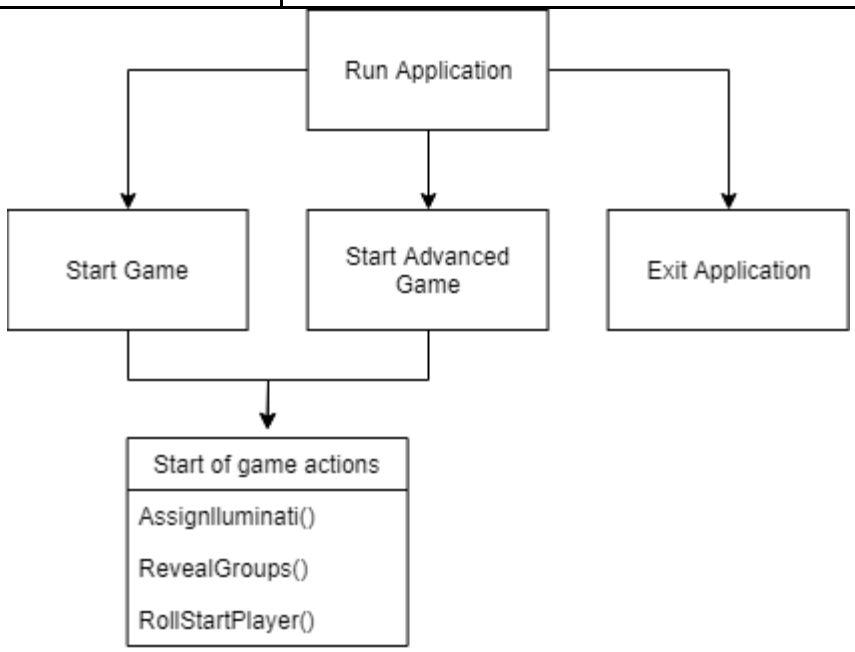
USE CASE #	**Run Application**	
Goal in Context	Launch and display main application options	
Scope & Level		
Preconditions	None	
Success End Condition	Main menu is displayed	
Failed End Condition	Main menu is not displayed or options do not work	
Primary Actors	User	
Secondary Actors	none	
Trigger	Launch executable java file	
DESCRIPTION	***Step***	***Action***
	1	Launch executable java file
EXTENSIONS	***Step***	***Branching Action***
	1a	Click Start Game: Start Game
	1b	Click Start Advanced: Start Advanced Game
	1c	Click Exit: Exit
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	Should be quick to launch	

Frequency	once
Channels to actors	Clickable menu options
OPEN ISSUES	none
Due Date	July 3, 2019
...any other management information...	none
Superordinates	none
Subordinates	**Start Game, Start Advanced Game, Exit**
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019



USE CASE #	**Start game**
Goal in Context	Begin a game with 2-6 players
Scope & Level	

Preconditions	Start Game was selected in application main menu	
Success End Condition	Game Begins and Start of game actions commence	
Failed End Condition	Game does not begin	
Primary Actors	User	
Secondary Actors	Start of game actions	
Trigger	Click Start Game	
DESCRIPTION	***Step***	***Action***
	1	Click Start Game
	2	Select # of players
EXTENSIONS	***Step***	***Branching Action***
	1a	none
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	Should run quickly	
Frequency	Most often once	
Channels to actors	Select # of players 2-6	
OPEN ISSUES	none	
Due Date	July 3, 2019	

...any other management information...	none
Superordinates	Run Application
Subordinates	Start of game actions, sequence of play
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Start of game actions**	
Goal in Context	Correctly establish starting game state for progression to sequence of play	
Scope & Level		
Preconditions	Start Game or Start Advanced Game selected from main application menu	
Success End Condition	Each player receives and illuminati and appropriate income, initial 4 uncontrolled groups revealed, 1st player to act assigned, and sequence of play commences.	
Failed End Condition	Players not assigned an illuminati, players don't receive proper income, 4 initial uncontrolled groups not revealed, or chosen properly, no player assigned priority as the 1st player to act	
Primary Actors	Players, randomizers, illuminati card pool, groups and special card pool,	
Secondary Actors		
Trigger	Start Game or Start Advanced game selected from application menu	
DESCRIPTION	***Step***	***Action***
	1	Assign Random Illuminati to each player
	2	Reveal uncontrolled groups
	3	Randomly determine 1st player to act
	4	Initiate Sequence of play

EXTENSIONS	***Step***	***Branching Action***
	1a	none

SUB-VARIATIONS	***Step***	***Branching Action***
	1	none

RELATED INFORMATION	
Priority:	high
Performance	Should run quickly
Frequency	once
Channels to actors	none
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	Start game, Start advanced game
Subordinates	Assign Illuminati, Reveal initial uncontrolled groups, Determine 1st player, Sequence of play
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Assign Illuminati**
Goal in Context	Assign each player in game a random Illuminati group
Scope & Level	

Preconditions	Start of game actions have been initiated	
Success End Condition	Each player has a different random Illuminati group they will play as and the appropriate income	
Failed End Condition	Player not assigned an Illuminati, player receives incorrect income	
Primary Actors	Players, randomizer, bank	
Secondary Actors		
Trigger	Start of game Actions commence	
DESCRIPTION	***Step***	***Action***
	1	Shuffle/randomize order of Illuminati card data structure
	2	Assign each player a different Illuminati from shuffled Illuminati card data structure
	3	Distribute each player appropriate income from bank based on represented Illuminati
EXTENSIONS	***Step***	***Branching Action***
	1a	none
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	quick	
Frequency	once	
Channels to actors	Visual display of Illuminati for each player and income	

OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	Start of game actions
Subordinates	none
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Reveal Initial uncontrolled groups**	
Goal in Context	Draw card from Group/Special card deck, until 4 groups are drawn and revealed	
Scope & Level		
Preconditions	Assign Illuminati completed	
Success End Condition	4 groups revealed and placed on game grid	
Failed End Condition	Not enough groups revealed, special cards improperly revealed and placed, groups not removed from deck, special cards drawn not placed back in deck	
Primary Actors	Randomizer, game grid	
Secondary Actors		
Trigger	Assign Illuminati completed	
DESCRIPTION	***Step***	***Action***
	1	Randomizer draws card

	2	Groups displayed on table
EXTENSIONS	***Step***	***Branching Action***
	1a	Randomizer picks a group: display group on table
	1b	Display group on table, remove from deck
	1c	Check if 4 groups revealed
	1d	4 groups revealed: Advance to Determine player order
	1e	4 groups not revealed: Loop back to Randomizer draws card
	2a	Randomizer picks a non-group: Loop back to Randomizer draws card, return to deck
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	quick	
Frequency	once	
Channels to actors	Visual display of initial uncontrolled groups	
OPEN ISSUES		
Due Date	July 3, 2018	
...any other management information...	none	
Superordinates	Start of game actions	
Subordinates	none	

AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

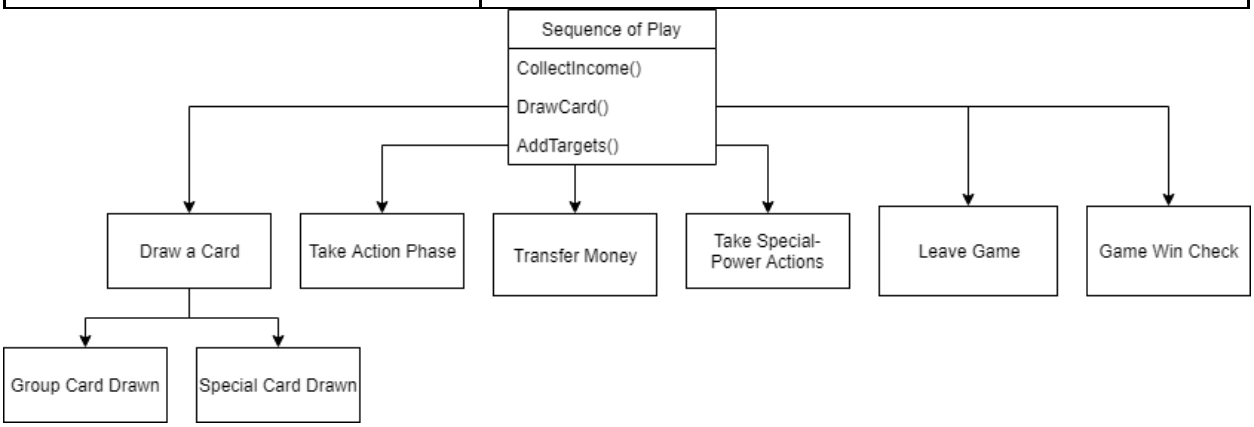
USE CASE #	**Determine 1st player**	
Goal in Context	Assign 1st player to act in sequence of play progressing counter-clockwise from that player	
Scope & Level		
Preconditions	Reveal initial uncontrolled groups completed	
Success End Condition	1st player chosen and put into the start of sequence of play	
Failed End Condition	No player chosen, game does not progress to sequence of play	
Primary Actors	Players, randomizer	
Secondary Actors		
Trigger	Reveal initial uncontrolled groups completed	
DESCRIPTION	***Step***	***Action***
	1	Randomly select player to act 1st
	2	Initiate sequence of play
EXTENSIONS	***Step***	***Branching Action***
	1a	none
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		

Priority:	high
Performance	quick
Frequency	once
Channels to actors	Visual display of current player and progression of turns
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	Start of game actions
Subordinates	none
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Sequence of Play**
Goal in Context	Define turn structure for each player in order of actions
Scope & Level	
Preconditions	1st run: start of game actions have been, subsequent runs: previous player completes their instance of sequence of play
Success End Condition	Player successfully has had the opportunity to receive or perform all actions in the sequence of play, and checks for game win conditions.
Failed End Condition	Player does not have an opportunity to complete all actions, game does not properly check game win conditions.
Primary Actors	Players, Actions
Secondary Actors	

Trigger	Start of game actions completed, or previous player completes sequence of play without winning game	
DESCRIPTION	***Step***	***Action***
	1	Collect Income
	2	Draw a Card
	3	Take two actions
	4	Take free actions
	5	Transfer money
	6	Take special-power actions
	7	Add targets
	8	Check if game won
EXTENSIONS	***Step***	***Branching Action***
	2a	Draw a group card: Group Card Drawn
	2b	Draw a special card: Special Card Drawn
	6b	Illuminati is the Bermuda Triangle: The Bermuda Triangle Power
	6d	Illuminati is the Gnomes of Zurich: The Gnomes of Zurich Power
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	

Performance	Medium, turns progress at the pace of players therefore should be smooth enough on execution but there is more room for pause
Frequency	Looping, continuous as many times as players continue to need to take turns to achieve victory
Channels to actors	
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	Start of game actions, previous sequence of play iteration.
Subordinates	Collect income, Draw a Card, Take Two Actions, Take Free Actions, Transfer Money, Take Special-Power Actions, Add Targets, Check if Game Won
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019



USE CASE #	**Collect Income**
Goal in Context	Grant active player the appropriate income from bank
Scope & Level	
Preconditions	Sequence of play has begun

Success End Condition	Player receives appropriate income at the start of their turn	
Failed End Condition	Player receives no or incorrect income at the start of their turn	
Primary Actors	Player, Bank, Illuminati, Controlled Groups	
Secondary Actors		
Trigger	Sequence of play has begun	
DESCRIPTION	***Step***	***Action***
	1	Give Income from player's Illuminati from bank
	2	Give Income from player's controlled groups from bank
EXTENSIONS	***Step***	***Branching Action***
	2a	Group is IRS: Collect income tax from other players
	2b	Group is The Post Office: Pay bank for control
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	High, simple calculations	
Frequency	Once per Sequence of Play iteration	
Channels to actors		
OPEN ISSUES		
Due Date	3 July 2019	

...any other management information...	none
Superordinates	Sequence of Play
Subordinates	none
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Draw a Card**	
Goal in Context	Draw a card from the remaining pool of Groups and Special cards	
Scope & Level		
Preconditions	Collect Income complete, uncontrolled area has fewer than two groups, or Recyclers activated	
Success End Condition	Card drawn and appropriately placed	
Failed End Condition	Card not drawn, placed incorrectly, or not given appropriate options for special cards	
Primary Actors	Player, Deck, controlled group	
Secondary Actors		
Trigger	Collect Income complete, Uncontrolled area has fewer than two groups, or Recyclers activated	
DESCRIPTION	***Step***	***Action***
	1	Draw a card from deck
	2	Place Card or Discard
EXTENSIONS	***Step***	***Branching Action***
	1a	Group card drawn: Group Card Drawn

	1b	Special Card Drawn: Special Card Drawn
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none

RELATED INFORMATION	
Priority:	high
Performance	medium
Frequency	Often
Channels to actors	
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	
Subordinates	Group Card Drawn, Special Card Drawn
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Group Card Drawn**
Goal in Context	Place group card face up in uncontrolled groups
Scope & Level	
Preconditions	Draw a Card

Success End Condition	Group is placed face up with other uncontrolled groups	
Failed End Condition	Groups placed improperly	
Primary Actors	Deck, uncontrolled groups	
Secondary Actors		
Trigger	Card drawn is a group	
DESCRIPTION	***Step***	***Action***
	1	Place card face up
EXTENSIONS	***Step***	***Branching Action***
		none
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	low	
Frequency	when ever group card is drawn	
Channels to actors	none	
OPEN ISSUES		
Due Date	July 3, 2019	
...any other management information...	none	
Superordinates	Draw a Card	

Subordinates	none
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

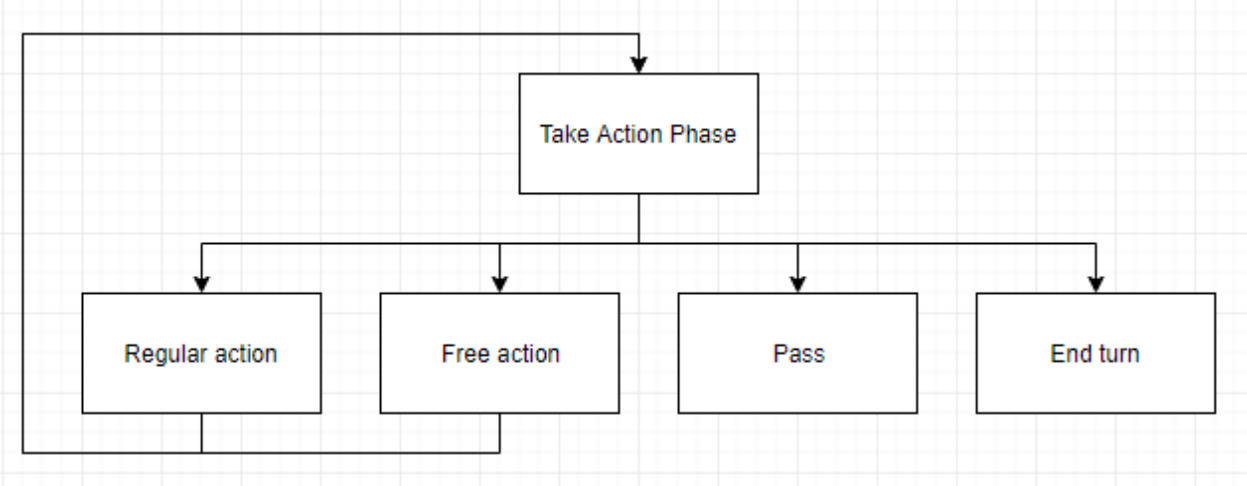
USE CASE #	**Special Card Drawn**	
Goal in Context	Place special card face down or face up, or discard	
Scope & Level		
Preconditions	Draw a Card	
Success End Condition	Special card is placed per users desire or is discarded if appropriate	
Failed End Condition	Special card improperly placed, or discarded	
Primary Actors	Player	
Secondary Actors		
Trigger	A special card is draw in Draw a Card	
DESCRIPTION	***Step***	***Action***
	1	Give Option to place face down or face up
	2	Place Card
EXTENSIONS	***Step***	***Branching Action***
	1a	Is during Add Targets: discard()
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none

RELATED INFORMATION	
Priority:	high
Performance	low
Frequency	Whenever a special card is drawn
Channels to actors	Clickable option to place face down or face up
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	Draw a Card
Subordinates	
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Take Actions Phase**
Goal in Context	Allow Player to take two actions on their turn, or any player to perform free actions
Scope & Level	A driving component of each player's turn.
Preconditions	Draw a Card in sequence of play complete
Success End Condition	Player is able to properly execute the appropriate number of actions of their choice during their turn
Failed End Condition	Player cannot appropriately make all actions or actions are not executed properly
Primary Actors	Player

Secondary Actors	None	
Trigger	Draw a card in sequence of play complete	
DESCRIPTION	***Step***	***Action***
	1	Prompt user to select one action from the list: Regular Action, Free Action, Pass.
	2	Response is recorded and action is taken.
	3	If “Pass” is not selected and less than two regular actions have been taken, User is prompted to select from Regular Action, Free Action, and End turn.
	4	Step 3 is repeated and action is performed until it cannot run or “End turn” is selected.
	5	If “End turn” is not selected, User is prompted to select from Free Action and End turn.
	6	Take action, Repeat step 5 if Free Action performed.
EXTENSIONS	***Step***	***Branching Action***
	2a	If regular action is selected, Regular action use case triggered.
	2b	If free action is selected, Free action use case triggered.
	2c	If pass is selected, Pass use case triggered.
	3a	If pass was selected, use case ends.
	4a	If regular action is selected, Regular action use case triggered.
	4b	If free action is selected, Free action use case triggered.
	4c	If end turn is selected, the use case ends.
	6a	If free action is selected, Free action use case triggered.
	6b	If end turn is selected, the use case ends.

SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	low	
Frequency	Once per player turn	
Channels to actors	Clickable buttons provided to the player	
OPEN ISSUES		
Due Date	June 13, 2019	
...any other management information...	none	
Superordinates	none	
Subordinates	none	
AUTHOR	Team 4 Star	
Create date	June 11, 2019	



USE CASE #	**Transfer Money**	
Goal in Context	Part or all of the contents of a group's treasury may be moved to an adjacent group's treasury	
Scope & Level		
Preconditions	Player has two adjacent controlled groups with money in at least one treasury. Player has one of their two remaining transfers during the Take Action Phase or uses a regular action to initiate.	
Success End Condition	Player successfully transfers the desired amount between two adjacent group, player is able to make two transfers during their Take Action Phase, and player is able to use a regular action to initiate a transfer	
Failed End Condition	Player transfers the incorrect amount between two groups, or is not able to transfer any amount between two groups, or is not able to do the appropriate number of transfers during their Take Action Phase, or player is not able to use a regular action to transfer	
Primary Actors	Player, controlled group, adjacent controlled group	
Secondary Actors		
Trigger	Player uses one of their two transfer actions during Take Action Phase, or player uses a regular action to initiate a transfer	
DESCRIPTION	***Step***	***Action***
	1	Choose group to transfer money from

	2	Choose adjacent group to transfer money to
	3	Choose amount of money to transfer
	4	Transfer money
EXTENSIONS	***Step***	***Branching Action***
	2a	none
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none

RELATED INFORMATION	
Priority:	high
Performance	medium
Frequency	Up to 4 times per Take Action Phase
Channels to actors	Player input for transfer amount, display of transfer and amount upon completion
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	none
Subordinates	
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Take Special-Power Actions**	
Goal in Context	Activate and use the abilities of the Gnomes of Zurich or Bermuda Triangle Illuminati	
Scope & Level		
Preconditions	Take Action Phase of the sequence of play has been completed.	
Success End Condition	Player is able to active thier illuminati abilities if they are the Gnomes of Zurich or the Bermuda Triangle	
Failed End Condition	Player is not able to active their Illuminati ability if they are the Gnomes of Zurich or the Bermuda Triangle, or ability executes incorrectly	
Primary Actors	Player	
Secondary Actors		
Trigger	Active player's illuminati is the Gnomes of Zurich or the Bermuda Triangle	
DESCRIPTION	***Step***	***Action***
	1	Activate Ability
	2	Execute Ability
EXTENSIONS	***Step***	***Branching Action***
	2a	Illuminati is Gnomes of Zurich: Distribute money freely
	2b	Illuminati is Bermuda Triangle: Reorganize groups freely
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	

Performance	medium
Frequency	Once per sequence of events if active player is Gnomes of Zurich
Channels to actors	Option to activate ability
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	
Subordinates	
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Add Targets**
Goal in Context	If there are fewer than two uncontrolled groups draw cards until there are two uncontrolled groups placed face up
Scope & Level	
Preconditions	Sequence of Events has completed all other cases and there are zero or one uncontrolled groups face up
Success End Condition	There are at least two uncontrolled groups face up
Failed End Condition	There are less than two uncontrolled groups face up
Primary Actors	Uncontrolled groups, deck
Secondary Actors	
Trigger	There are less than two uncontrolled groups face up

DESCRIPTION	***Step***	***Action***
	1	Draw Card
	2	Take Appropriate action based on card drawn
	3	Loop back to 1 if there are still not two uncontrolled groups face up
EXTENSIONS	***Step***	***Branching Action***
	1a	Group Card Drawn: Group Card Drawn
	1b	Special Card Drawn: Special Card Drawn
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	medium	
Frequency	Once or not at all per Sequence of Events	
Channels to actors	Update of board state	
OPEN ISSUES		
Due Date	July 3, 2019	
...any other management information...	none	
Superordinates		
Subordinates	Group Card Drawn, Special Card Drawn	

AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Leave Game**	
Goal in Context	Player leaves the game early before completion leaving their groups uncontrolled, their treasuries going back to the bank, and his Illuminati card removed from play	
Scope & Level		
Preconditions	none	
Success End Condition	Player successfully leaves the game, their turn is no longer in the rotation, their groups are left uncontrolled, their treasuries are returned to the bank, and their Illuminati card is removed from play	
Failed End Condition	Player is not able to leave game, is still in the rotation of turns, some or all of their groups are not uncontrolled, some or all of their treasury money is not returned to the bank, or their Illuminati card is not removed from play	
Primary Actors	player	
Secondary Actors		
Trigger	Player clicks an option next to their display and confirms they want to leave the game early	
DESCRIPTION	***Step***	***Action***
	1	Click Leave Game Button
	2	Verify if user wants to leave game early, yes or no button click
EXTENSIONS	***Step***	***Branching Action***
	2a	Player clicks yes: remove player from turn rotation, leave their groups uncontrolled, return their treasury money to bank, and remove their Illuminati from play.
	2b	Player clicks no: return to current stage in Sequence of Play.

SUB-VARIATIONS	***Step***	***Branching Action***
	1	none

RELATED INFORMATION	
Priority:	high
Performance	medium
Frequency	Up to once per player
Channels to actors	Clickable button to leave game, verification window, text log entry that player has left game.
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Game Win Check**
Goal in Context	At the end of Sequence of Play check if Basic Goal, Advanced Setting Goal if playing Advanced Game, or Illuminati Goal has been met.
Scope & Level	
Preconditions	Sequence of Events completed and transition to next player's turn
Success End Condition	If a player or players have met the appropriate established goal they win the game and the game ends

Failed End Condition	A player meets a win condition but does not win the game or a player wins the game but the game does not end.	
Primary Actors	Players	
Secondary Actors		
Trigger	End of Sequence of Events	
DESCRIPTION	***Step***	***Action***
	1	Check if any players meet Basic Goal
	2	Check if any players meet Special Goal
	3	Notify Game Lobby of any winners
EXTENSIONS	***Step***	***Branching Action***
	1a	Check if any players meet Advanced Goal if in Advanced Game
	3a	At least one game winner: End game
	3b	No game winners: complete Add Targets use case followed by Switch Player use case
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	medium	
Frequency	Once per sequence of events	
Channels to actors	Display of game winners	
OPEN ISSUES		

Due Date	July 3, 2019
...any other management information...	none
Superordinates	
Subordinates	
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Adjusting Game Length**	
Goal in Context	Methods to adjust the game rules in order to increase the total game length	
Scope & Level	Advanced Rules	
Preconditions	Start Advanced Game	
Success End Condition	The game rules are successfully modified to increase the total game length	
Failed End Condition	The game rules remain unmodified	
Primary Actors	Hosting Player	
Secondary Actors	Supporting Players	
Trigger	Adjusting Game Length Options	
DESCRIPTION	***Step***	***Action***
	1	Click adjusting game length option
	2	Choose one of the two methods for increasing game length
	3	Save the option

EXTENSIONS	***Step***	***Branching Action***
	2a	Method 1: Increase the # of groups required for the basic goal
	2b	Method 2: Play by power -Ignore all goals -Play until no more cards -Add total power for each group + # of total groups

SUB-VARIATIONS	***Step***	***Branching Action***
	1	None

RELATED INFORMATION	Advanced Rules
Priority:	Low
Performance	Low
Frequency	Once
Channels to actors	None
OPEN ISSUES	None
Due Date	July 3, 2019
...any other management information...	None
Superordinates	Start Advanced Game
Subordinates	Start Game
AUTHOR	Tyler Thorin
Create date	June 11, 2019

USE CASE #	**Hidden Goals**

Goal in Context	Add the use of hidden goals in the game	
Scope & Level	Advanced Rules	
Preconditions	Start Advanced Game	
Success End Condition	Added the use of hidden goals in the game	
Failed End Condition	The use of hidden goals is not in the game	
Primary Actors	Hosting Player	
Secondary Actors	Supporting Player	
Trigger	Hidden Goals Option	
DESCRIPTION	***Step***	***Action***
	1	Click hidden goals option
	2	Pick a special goal
	3	Increase UFO's power by 1
	4	Save the option
EXTENSIONS	***Step***	***Branching Action***
	1a	None
SUB-VARIATIONS	***Step***	***Branching Action***
	1	None
RELATED INFORMATION	Advanced Rules	
Priority:	Low	
Performance	Low	

Frequency	Once
Channels to actors	None
OPEN ISSUES	None
Due Date	July 3, 2019
...any other management information...	None
Superordinates	Start Advanced Game
Subordinates	Start Game
AUTHOR	Tyler Thorin
Create date	June 11, 2019

USE CASE #	**Hidden Illuminati**	
Goal in Context	Players will keep their Illuminati Group card hidden	
Scope & Level	Advanced Rules	
Preconditions	Start Advanced Game	
Success End Condition	The players' Illuminati Group card is hidden	
Failed End Condition	The players' Illuminati Group card is revealed	
Primary Actors	Hosting Player	
Secondary Actors	Supporting Player	
Trigger	Hidden Illuminati Option	
DESCRIPTION	***Step***	***Action***

	1	Click hidden illuminati option
	2	Each player hides their illuminati group
	3	A player can guess another's hidden illuminati group
	4	Guessing another player's hidden illuminati group counts as an action
	5	Save the option
EXTENSIONS	***Step***	***Branching Action***
	3a	If correct, reveal illuminati group
	3b	If incorrect, no effect
SUB-VARIATIONS	***Step***	***Branching Action***
	1	None
RELATED INFORMATION	Advanced Rules	
Priority:	Low	
Performance	Low	
Frequency	Once	
Channels to actors	None	
OPEN ISSUES	None	
Due Date	July 3, 2019	
...any other management information...	None	
Superordinates	Start Advanced Game	
Subordinates	Start Game	

AUTHOR	Tyler Thorin
Create date	June 11, 2019

USE CASE #	**Larger Games**	
Goal in Context	Allow 7 or 8 players to play the game	
Scope & Level	Advanced Rules	
Preconditions	Start Advanced Game	
Success End Condition	The game supports a maximum of 7 or 8 players	
Failed End Condition	The game only supports a maximum of 6 players	
Primary Actors	Hosting Player	
Secondary Actors	Supporting Player	
Trigger	Larger Games Option	
DESCRIPTION	***Step***	***Action***
	1	Click larger games option
	2	Choose to support 7 or 8 players
	3	Save the option
EXTENSIONS	***Step***	***Branching Action***
	2a	Play with seven players Income increased by 3 MB
	2b	Play with eight players Income increased by 5 MB
SUB-VARIATIONS	***Step***	***Branching Action***

	1	None
RELATED INFORMATION	Advanced Rules	
Priority:	Low	
Performance	Low	
Frequency	Once	
Channels to actors	None	
OPEN ISSUES	None	
Due Date	July 3, 2019	
...any other management information...	None	
Superordinates	Start Advanced Game	
Subordinates	Start Game	
AUTHOR	Tyler Thorin	
Create date	June 11, 2019	

USE CASE #	**Start Advanced Game**
Goal in Context	Players keep their Illuminati Group card hidden
Scope & Level	Run Application
Preconditions	Application is started
Success End Condition	A new game with advanced rules is started
Failed End Condition	A new game with advanced rules is not started

Primary Actors	Hosting Player	
Secondary Actors	Supporting Players	
Trigger	Start Advanced Game Menu Option	
DESCRIPTION	***Step***	***Action***
	1	Click start advanced game menu option
	2	Choose to adjust game length
	3	Choose to allow hidden goals
	4	Choose to allow hidden illuminati
	5	Choose to allow larger games
	6	Start new advanced game
EXTENSIONS	***Step***	***Branching Action***
	1a	None
SUB-VARIATIONS	***Step***	***Branching Action***
	1	None
RELATED INFORMATION	Advanced Rules	
Priority:	Medium	
Performance	Low	
Frequency	Once	
Channels to actors	None	
OPEN ISSUES	None	

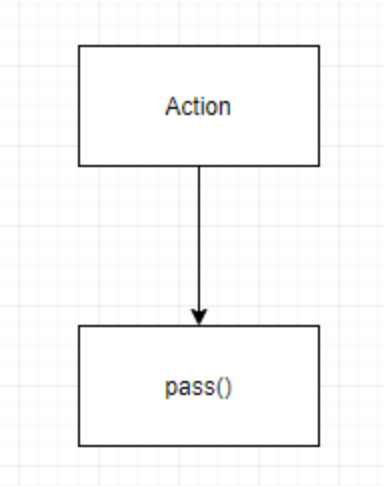
Due Date	July 3, 2019
...any other management information...	None
Superordinates	Run Application
Subordinates	Start Game
AUTHOR	Tyler Thorin
Create date	June 11, 2019

USE CASE #	**Moving a Group**	
Goal in Context	A player may move a group to a vacant outgoing control arrow	
Scope & Level	Action	
Preconditions	Player turn	
Success End Condition	A player successfully moved a group	
Failed End Condition	Card may not overlap	
Primary Actors	Current Player	
Secondary Actors	NA	
Trigger	Player turn	
DESCRIPTION	***Step***	
	1	
	2	
	3	

EXTENSIONS	***Step***	
	1a	
SUB-VARIATIONS	***Step***	
	1	
RELATED INFORMATION		
Priority:	low	
Performance	low	
Frequency	Each player turn	
Channels to actors	NA	
AUTHOR	Sopheak Ko	
Create date	June 11, 2019	

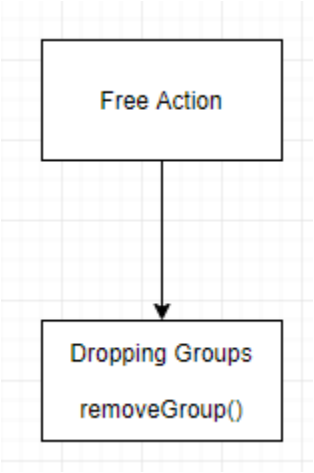
USE CASE #	**Passing**
Goal in Context	The ability to pass a turn
Scope & Level	Action
Preconditions	Player turn
Success End Condition	Player “pass” a turn
Failed End Condition	NA
Primary Actors	Current Player
Secondary Actors	NA

Trigger	Player turn	
DESCRIPTION	***Step***	***Action***
	1	Player give up his turn
	2	Upon passing, the player collects 5MB
EXTENSIONS	***Step***	*Branching Action*
	1a	NA
SUB-VARIATIONS	***Step***	*Branching Action*
	1	NA
RELATED INFORMATION		
Priority:	low	
Performance	low	
Frequency	Each player turn	
Channels to actors	NA	
AUTHOR	Sopheak Ko	
Create date	June 11, 2019	



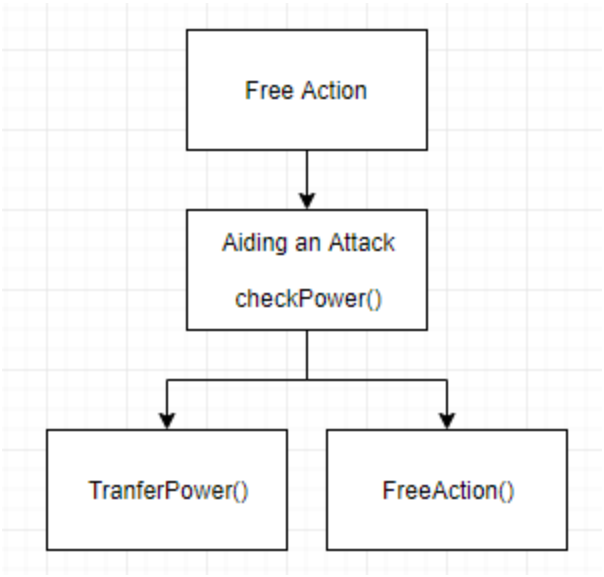
USE CASE #	**Drop group**	
Goal in Context	Removing a group from your power structure	
Scope & Level	Free Actions	
Preconditions	Player turn	
Success End Condition	A group is removed from the power structure	
Failed End Condition	NA	
Primary Actors	Current Player	
Secondary Actors	NA	
Trigger	Player turn	
DESCRIPTION	***Step***	***Action***
	1	Player indicates that they want to drop a group
EXTENSIONS	***Step***	*Branching Action*
	1	Group is removed from the player's power structure

	2	The specify group will then return to the uncontrolled area
SUB-VARIATIONS	***Step***	***Branching Action***
	1	NA
RELATED INFORMATION		
Priority:	Low	
Performance	Low	
Frequency	High	
Channels to actors	NA	
AUTHOR	Sopheak Ko	
Create date	June 11, 2019	



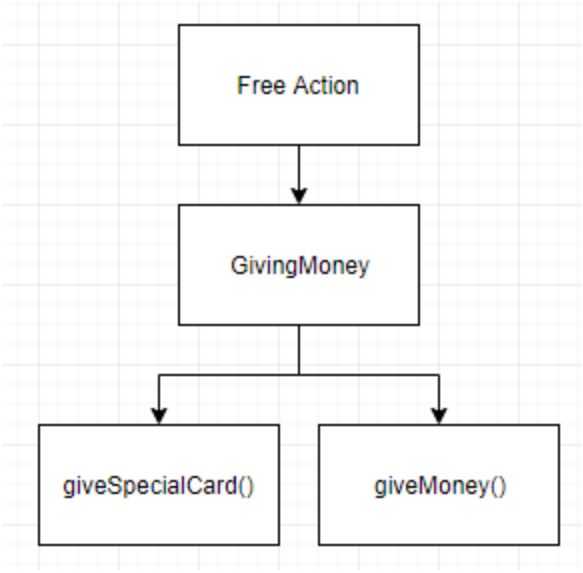
USE CASE #	Aiding an Attack
Goal in Context	Use Transferable Power to assist another group
Scope & Level	Free Actions

Preconditions	Player turn	
Success End Condition	Aid another group using Transferable power	
Failed End Condition	No Transferable power	
Primary Actors	Current Player	
Secondary Actors	NA	
Trigger	Player turn	
DESCRIPTION	***Step***	
	1	Check if the player have Transferable power
	2	Transfer power to another group
EXTENSIONS	***Step***	
	1	NA
SUB-VARIATIONS	***Step***	
	1	NA
RELATED INFORMATION		
Priority:	**Low**	
Performance	Low	
Frequency	High	
Channels to actors	NA	
AUTHOR	Sopheak Ko	
Create date	June 11, 2019	



USE CASE #	**Giving away a special card or money**
Goal in Context	Transfer money or special card to another player
Scope & Level	Free Actions
Preconditions	Anytime
Success End Condition	Giving money or items to another player
Failed End Condition	NA
Primary Actors	Any player
Secondary Actors	NA
Trigger	Anytime

DESCRIPTION	***Step***	
	1	At any point during the game, a player may choose to give item to another player
EXTENSIONS	***Step***	
	1	NA
SUB-VARIATIONS	***Step***	*NA*
	1	
RELATED INFORMATION		
Priority:	Low	
Performance	Low	
Frequency	High	
Channels to actors	NA	
AUTHOR	Sopheak Ko	
Create date	June 11, 2019	

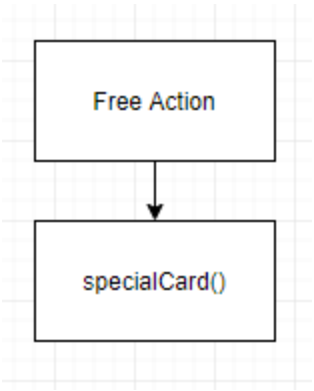


USE CASE #	Using a Special Card	
Goal in Context	Use the ability of a special card	
Scope & Level	Action	
Preconditions	Player turn	
Success End Condition	Gain special card effect	
Failed End Condition	NA	
Primary Actors	Current Player	
Secondary Actors	NA	
Trigger	Player turn	
DESCRIPTION	***Step***	***Action***
	1	Player acquire the special card
	2	Actions are based on the special card description

EXTENSIONS	***Step***	***Branching Action***
	1a	NA

SUB-VARIATIONS	***Step***	***Branching Action***
	1	NA

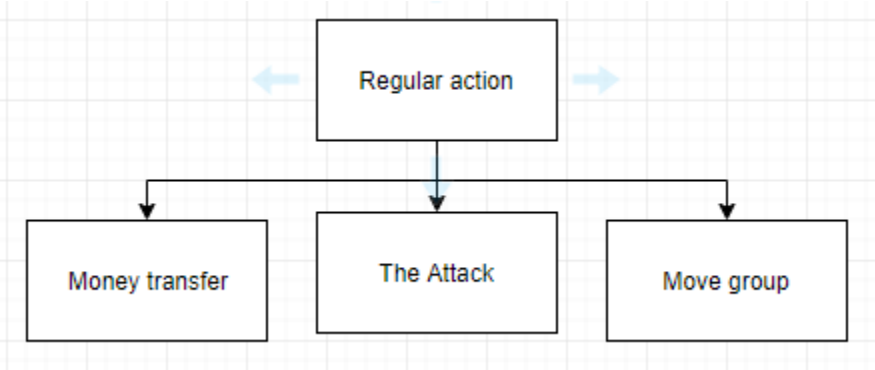
RELATED INFORMATION	
Priority:	low
Performance	low
Frequency	Each player turn
Channels to actors	NA
AUTHOR	Sopheak Ko
Create date	June 11, 2019



USE CASE #	**Regular Action**
Goal in Context	Complete a regular action

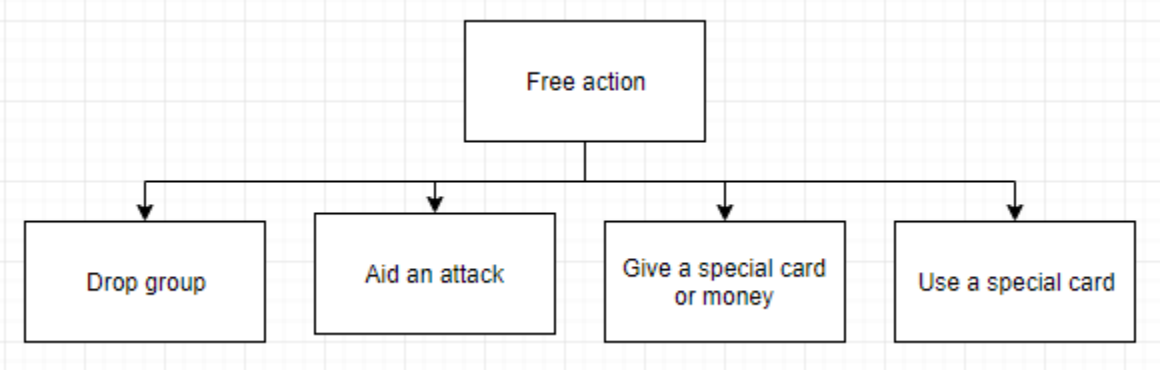
Scope & Level	Option for an action	
Preconditions	The current player has decided to take a regular action	
Success End Condition	Subsequent use case triggered based on action type. One user action expended for the turn.	
Failed End Condition	An action is not taken or not consumed.	
Primary Actors	Current player	
Secondary Actors	None	
Trigger	Regular action is selected from Action list	
DESCRIPTION	***Step***	***Action***
	1	The user is given a list of options consisting of “Attack, Money transfer, and Move a group” and prompted to choose one.
	2	The user response is recorded and a use case is triggered depending on the response.
EXTENSIONS	***Step***	***Branching Action***
	2a	Attack is selected and the attack use case is triggered.
	2b	Money transfer is selected and the money transfer use case is triggered.
	2c	Move group is selected and the move group use case is triggered.
SUB-VARIATIONS	***Step***	***Branching Action***
	1	NA
RELATED INFORMATION		
Priority:	high	
Performance	low	

Frequency	Once per allowed regular action.
Channels to actors	Clickable buttons
AUTHOR	Joseph Freedman
Create date	June 11, 2019



USE CASE #	**Free Action**	
Goal in Context	Complete a free action	
Scope & Level	Option for an action	
Preconditions	The current player has decided to take a free action	
Success End Condition	Subsequent action taken or use case triggered based on action type.	
Failed End Condition	An action is not taken.	
Primary Actors	Current player	
Secondary Actors	None	
Trigger	Free action is selected from Action list	
DESCRIPTION	***Step***	***Action***

	1	The user is given a list of options consisting of “Drop group, Aid an attack, Give a special card or money, and Use a special card and prompted to choose one.
	2	The user response is recorded and a response is triggered based on their selection
EXTENSIONS	***Step***	***Branching Action***
	2a	Drop group is selected.
	2a.1	A user selected card is removed from their power structure.
	2a.2	The removed card and it’s puppets are returned to uncontrolled.
	2b	Aid an attack is selected, aiding an attack use case triggered.
	2c	Give a special card or money is selected, corresponding use case is triggered.
	2d	Use a special card is selected, using a special card use case triggered.
SUB-VARIATIONS	***Step***	***Branching Action***
	1	NA
RELATED INFORMATION		
Priority:	high	
Performance	low	
Frequency	As many as desired by user during their action phase.	
Channels to actors	Clickable buttons	
AUTHOR	Joseph Freedman	
Create date	June 11, 2019	



USE CASE #	**The Attack**	
Goal in Context	Allows a player to perform an attack	
Scope & Level	The implementation of an attack requested by a user through a Regular action	
Preconditions	The attacking player is known, must have card that can attack	
Success End Condition	All users are given sufficient options in an attacking scenario.	
Failed End Condition	Potential attacking options between players are unexplored or the result is incorrect.	
Primary Actors	Player currently taking turn	
Secondary Actors	All players	
Trigger	Attack is selected from Regular action	
DESCRIPTION	***Step***	***Action***
	1	User indicates the group used for the attack from the their power structure.
	2	User indicates the player and group they wish to attack. Must not be a player's illuminati card.
	3	The user indicates whether the attack is to: Control, Neutralize, or Destroy
	4	The user is asked if they wish to make their attack privileged.
	5	Power Modifiers are applied to the involved attacking group.

	6	All players are invited to abolish privilege and interfere.
	7	The attacker is asked if they wish to cancel the attack.
	8	Generate a roll.
	9	Calculate the outcome of combat.
	10	Take appropriate action based on combat outcome.
EXTENSIONS	***Step***	***Branching Action***
	4a	If the user would like to make the attack privileged they must indicate a card to discard from their hand. The Bavarian Illuminati may instead pay 5MB.
	4b	If the user does not want to make the attack privileged nothing happens.
	5a	Illuminati specific power buffs are applied to the attacker or defender power appropriately.
	5b	Group special power buffs/nerfs are applied to the attacker or defender respectively.
	5c	Attacking player asked if they with to aid an attack triggering Aiding attack use case if answered ‘yes’.
	5d	Attacker, then defender, are given the opportunity to increase their power by 1 for each MB spent from their illuminati or group treasury. The defenders group treasury can increase power by 2 per MB. This loops until both players decide to not take this opportunity.
	6a	If attack is privileged, all players are given the chance to give up two special cards to abolish privilege from this attack.
	6b	If attack is not privileged, all players may interfere. To interfere, a player gives up 1 MB to change a power score by 1.
	6c	If interference occurs, revert back to step 5d.
	7a	If an attack is canceled, the attack ends.
	9a	If the roll was an 11 or 12, the defender wins.

	10a	On a failed attack, nothing happens.
	10b	On a successful attack, effects trigger based on the user's answer to step 3.
	10b.1	On an attack to control, the defending group is given to the attacker and move group use case triggers.
	10b.2	On an attack to neutralize, the defending group is moved to the uncontrolled section.
	10b.3	On an attack to destroy, the defending group is moved to the destroyed group pile.
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none

RELATED INFORMATION	
Priority:	high
Performance	low
Frequency	Once per Regular action attack selection
Channels to actors	Clickable buttons provided to the player
OPEN ISSUES	
Due Date	June 13, 2019
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Team 4 Star
Create date	June 11, 2019

USE CASE #	**Exit Application**	
Goal in Context	Exit application	
Scope & Level		
Preconditions	Application started, Exit Application selected from main application window	
Success End Condition	Application exits	
Failed End Condition	Application does not exit or exits due to crash	
Primary Actors	user	
Secondary Actors		
Trigger	User clicks Exit	
DESCRIPTION	***Step***	***Action***
	1	User Clicks Exit
	2	Application exits
EXTENSIONS	***Step***	***Branching Action***
	1a	none
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	medium	
Performance	medium	

Frequency	once
Channels to actors	Application no longer open/displayed
OPEN ISSUES	
Due Date	July 3, 2019
...any other management information...	none
Superordinates	Start Application
Subordinates	none
AUTHOR	Team 4 Star: Ryen Castillo
Create date	June 11, 2019

USE CASE #	**Switch Player**	
Goal in Context	Transition from the end of a player's of play to the beginning of the next player's sequence of play	
Scope & Level		
Preconditions	Sequence of play for a player has ended with no winner and a the game has completed add targets use case if applicable	
Success End Condition	The appropriate next player's sequence of play commences	
Failed End Condition	Sequence of play does not commence for the next player, or the incorrect player receives a sequence of play	
Primary Actors	none	
Secondary Actors		
Trigger	Add Target Use case completes	
DESCRIPTION	***Step***	***Action***

	1	Add Target Use case completes
	2	Next player's sequence of play begins
EXTENSIONS	***Step***	***Branching Action***
	1a	none
SUB-VARIATIONS	***Step***	***Branching Action***
	1	none
RELATED INFORMATION		
Priority:	high	
Performance	medium	
Frequency	Once per sequence of play if no winner was determined	
Channels to actors	Next player's sequence of play begins and a messaged is logged to console that the player's turn has begun	
OPEN ISSUES		
Due Date	July 3, 2019	
...any other management information...	none	
Superordinates	Start Application	
Subordinates	none	
AUTHOR	Team 4 Star: Ryen Castillo	
Create date	June 11, 2019	