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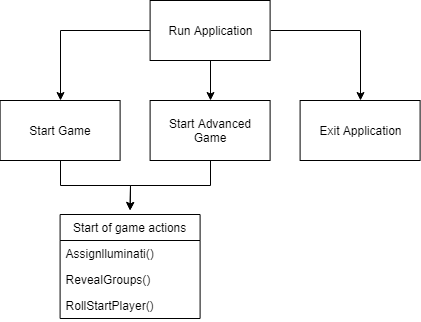
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|  |  |  |
| --- | --- | --- |
| **USE CASE #** | Run Application | |
| **Goal in Context** | Launch and display main application options | |
| **Scope & Level** |  | |
| **Preconditions** | None | |
| **Success End Condition** | Main menu is displayed | |
| **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 | |

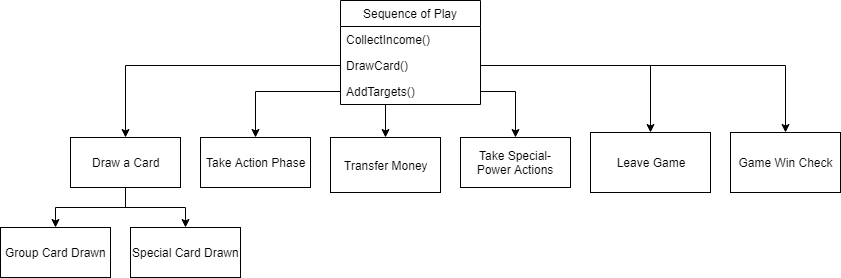
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| --- | --- | --- |
| **USE CASE #** | Start of game actions | |
| **Goal in Context** | Correctly establish starting game state for progression to sequence of play | |
| **Scope & Level** |  | |
| **Preconditions** | Start Game or Start Advanced Game 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 | |

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| --- | --- | --- |
| **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 | |



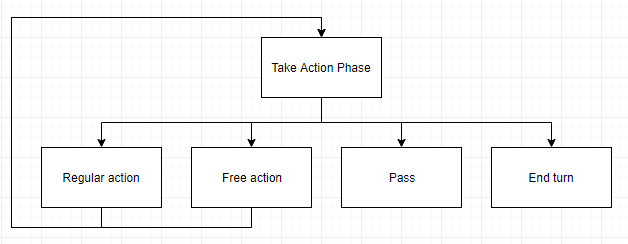
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| --- | --- | --- |
| **USE CASE #** | Collect Income | |
| **Goal in Context** | Grant active player the appropriate income from bank | |
| **Scope & Level** |  | |
| **Preconditions** | Sequence of play has begun | |
| **Success End Condition** |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

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| **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 | |

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| **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 | |

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| **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: continue to next turn/Sequence of Events |
| ***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 | |

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| **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 | |

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| **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 | |

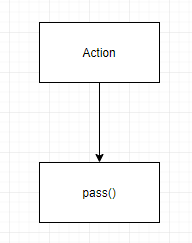
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| **USE CASE #** | Hidden Illuminati | |
| **Goal in Context** | Players will keep their Illuminati Group card hidden | |
| **Scope & Level** | Advanced Rules | |
| **Preconditions** | Start Advanced Game | |
| **Success End Condition** | The players’ 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 | |

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| **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 | |

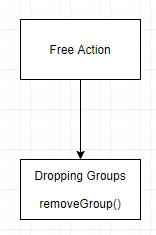
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| **USE CASE #** | Start Advanced Game | |
| **Goal in Context** | Players keep their Illuminati Group card hidden | |
| **Scope & Level** | Run Application | |
| **Preconditions** | Application is started | |
| **Success End Condition** | A new game 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 | |

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| **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 | |

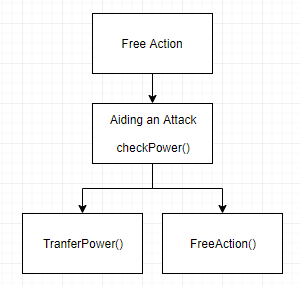
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| **USE CASE #** | Passing | |
| **Goal in Context** | The ability to pass a turn | |
| **Scope & Level** | Action | |
| **Preconditions** | Player turn | |
| **Success End Condition** | Player “pass” a turn | |
| **Failed End Condition** | NA | |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



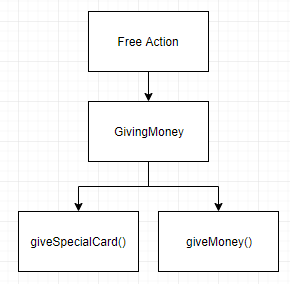
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| **USE CASE #** | Drop group | |
| **Goal in Context** | Removing a group from your power structure | |
| **Scope & Level** | Free Actions | |
| **Preconditions** | Player turn | |
| **Success End Condition** | A group is removed from the power structure | |
| **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 | |



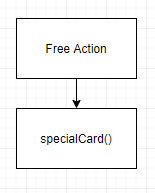
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| **USE CASE #** | Aiding an Attack | |
| **Goal in Context** | Use Transferable Power to assist another group | |
| **Scope & Level** | Free Actions | |
| **Preconditions** | Player turn | |
| **Success End Condition** | Aid another group using Transferable 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 | |



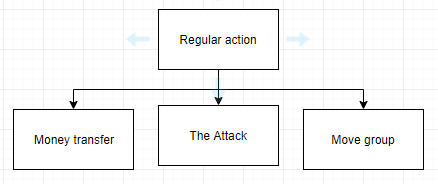
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| **USE CASE #** | Giving away a special card or money | |
| **Goal in Context** | Transfer money or special card to another player | |
| **Scope & Level** | Free Actions | |
| **Preconditions** | Anytime | |
| **Success End Condition** | Giving money 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 | |



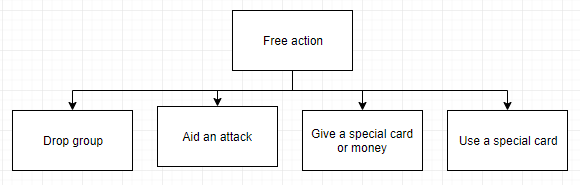
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| **USE CASE #** | Using a Special Card | |
| **Goal in Context** | Use the ability of a special card | |
| **Scope & Level** | Action | |
| **Preconditions** | Player turn | |
| **Success End Condition** | Gain special card effect | |
| **Failed End 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 | |



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| **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 | |



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| **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 | |



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| **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 | |