



AS A		PLAYER
I WANT TO		START A NEW GAME
1	GIVEN	WE CHOOSE TO START A NEW GAME
	WHEN	ENTER MY NAME AND CHOOSE A LEVEL
	THEN	THE NEW GAME WILL START

AS A		PLAYER
I WANT TO		MOVE
1	GIVEN	WE CHOOSE A CHARACTER/S TO MOVE
	WHEN	I CHOOSE AN EMPTY POINT ON THE MAP AND THERE IS NO INVALID* TERRAIN IN BETWEEN THOSE POINTS
	THEN	THE CHARACTER WILL MOVE TO THE DESTINATION
2	GIVEN	WE CHOOSE A CHARACTER/S TO MOVE
	WHEN	I CHOOSE AN EMPTY POINT ON THE MAP AND THERE IS INVALID* TERRAIN IN BETWEEN THOSE POINTS
	THEN	THE CHARACTER WILL STOP BEFORE INVALID TERRAIN

AS A		PLAYER
I WANT TO		ATTACK
1	GIVEN	WE CHOOSE A CHARACTER OR BUILDING TO ATTACK
	WHEN	ENEMIES OR THEIR BUILDINGS ARE WITHIN THE ATTACK RADIUS
	THEN	THE CHARACTER ATTACK THEM
2	GIVEN	WE CHOOSE A CHARACTER OR BUILDING TO ATTACK
	WHEN	ENEMIES OR THEIR BUILDINGS ARE NOT WITHIN THE ATTACK RADIUS
	THEN	THE CHARACTER WILL MOVE NEAR THEM AND ATTACK
3	GIVEN	WE CHOOSE A CHARACTER OR BUILDING TO ATTACK
	WHEN	WHEN ENEMY/BUILDING HEALTH IS VERY LOW (OR BELOW A CERTAIN POINT
	THEN	THE ENEMY/BUILDING WILL BE DESTROYED
4	GIVEN	WE CHOOSE A CHARACTER OR BUILDING TO ATTACK
	WHEN	THE HEADQUARTER IS DESTROYED
	THEN	THE GAME WILL BE WON

AS A		PLAYER
I WANT TO		BUILD WAR FACTORY
1	GIVEN	WE CHOSE TO BUILD WAR FACTORY
	WHEN	WE HAVE ENOUGH MONEY AND WE CHOSE THE CORRECT LOCATION
	THEN	WAR FACTORY WILL BE BUILT
2	GIVEN	WE CHOSE TO BUILD WAR FACTORY
	WHEN	WE HAVE ENOUGH MONEY BUT WE DIDN'T CHOOSE THE CORRECT LOCATION
	THEN	CHOOSE ANOTHER LOCATION
3	GIVEN	WE CHOSE TO BUILD WAR FACTORY
	WHEN	WE DON'T HAVE ENOUGH MONEY
	THEN	WE CAN'T BUILD IT

AS A		PLAYER
I WANT TO		BUILD MINE
1	GIVEN	WE CHOSE TO BUILD MINE
	WHEN	WE HAVE ENOUGH MONEY AND WE PUT IT ON THE CRYSTAL FIELD
	THEN	MINE WILL BE BUILT
2	GIVEN	WE CHOSE TO BUILD MINE
	WHEN	WE HAVE ENOUGH MONEY BUT WE DIDN'T PUT IT ON THE CRYSTAL FIELD
	THEN	CHOOSE ANOTHER LOCATION
3	GIVEN	WE CHOSE TO BUILD MINE
	WHEN	WE DON'T HAVE ENOUGH MONEY
	THEN	WE CAN'T BUILD IT



AS A		PLAYER
I WANT TO		BUILD BARRACK
1	GIVEN	WE CHOSE TO BUILD BARRACK
	WHEN	WE HAVE ENOUGH MONEY AND WE CHOSE THE CORRECT LOCATION
	THEN	BARRACK WILL BE BUILT
2	GIVEN	WE CHOSE TO BUILD BARRACK
	WHEN	WE HAVE ENOUGH MONEY BUT WE DIDN'T PUT IN THE CORRECT LOCATION
	THEN	CHOOSE ANOTHER LOCATION
3	GIVEN	WE CHOSE TO BUILD BARRACK
	WHEN	WE DON'T HAVE ENOUGH MONEY
	THEN	WE CAN'T BUILD IT



AS A		PLAYER
I WANT TO		BUILD WALL
1	GIVEN	WE CHOSE TO BUILD WALL
	WHEN	WE HAVE ENOUGH MONEY AND WE CHOSE THE CORRECT LOCATION
	THEN	WALL WILL BE BUILT
2	GIVEN	WE CHOSE TO BUILD WALL
	WHEN	WE HAVE ENOUGH MONEY BUT WE DIDN'T PUT IN THE CORRECT LOCATION
	THEN	CHOOSE ANOTHER LOCATION
3	GIVEN	WE CHOSE TO BUILD WALL
	WHEN	WE DON'T HAVE ENOUGH MONEY
	THEN	WE CAN'T BUILD IT



AS A		PLAYER
I WANT TO		CREATE TANK
1	GIVEN	WE CHOOSE THE CREATE TANK OPTION
	WHEN	WE HAVE A WAR FACTORY AND WE HAVE ENOUGH MONEY
	THEN	TANK WILL BE CREATED
2	GIVEN	WE CHOOSE THE CREATE TANK OPTION
	WHEN	WE DON'T HAVE A WAR FACTORY
	THEN	TANK CAN'T BE CREATED
3	GIVEN	WE CHOOSE THE CREATE TANK OPTION
	WHEN	WE HAVE A WAR FACTORY BUT WE DON'T HAVE ENOUGH MONEY
	THEN	TANK CAN'T BE CREATED

AS A		PLAYER
I WANT TO		CREATE AMPHIBIOUS VEHICLE
1	GIVEN	WE CHOOSE THE CREATE AMPHIBIOUS VEHICLE OPTION
	WHEN	WE HAVE A WAR FACTORY AND WE HAVE ENOUGH MONEY
	THEN	AMPHIBIOUS VEHICLE WILL BE CREATED
2	GIVEN	WE CHOOSE THE CREATE AMPHIBIOUS VEHICLE OPTION
	WHEN	WE DON'T HAVE A WAR FACTORY
	THEN	AMPHIBIOUS VEHICLE CAN'T BE CREATED
3	GIVEN	WE CHOOSE THE CREATE AMPHIBIOUS VEHICLE OPTION
	WHEN	WE HAVE A WAR FACTORY BUT WE DON'T HAVE ENOUGH MONEY
	THEN	AMPHIBIOUS VEHICLE CAN'T BE CREATED

AS A		PLAYER
I WANT TO		TRAIN A MACHINE GUNNER
1	GIVEN	WE CHOOSE THE TRAIN MACHINE GUNNER OPTION
	WHEN	WE HAVE A BARRACK AND WE HAVE ENOUGH MONEY
	THEN	MACHINE GUNNERS WILL BE TRAINED
2	GIVEN	WE CHOOSE THE TRAIN MACHINE GUNNER OPTION
	WHEN	WE DON'T HAVE A BARRACK
	THEN	MACHINE GUNNERS CAN'T BE TRAINED
3	GIVEN	WE CHOOSE THE TRAIN MACHINE GUNNER OPTION
	WHEN	WE HAVE A BARRACK AND WE DON'T HAVE ENOUGH MONEY
	THEN	MACHINE GUNNERS CAN'T BE TRAINED

AS A		PLAYER
I WANT TO		TRAIN A RPG SOLDIERS
1	GIVEN	WE CHOOSE THE TRAIN RPG SOLDIER OPTION
	WHEN	WE HAVE A BARRACK AND WE HAVE ENOUGH MONEY
	THEN	RPG SOLDIERS WILL BE TRAINED
2	GIVEN	WE CHOOSE THE TRAIN RPG SOLDIER OPTION
	WHEN	WE DON'T HAVE A BARRACK
	THEN	RPG SOLDIERS CAN'T BE TRAINED
3	GIVEN	WE CHOOSE THE TRAIN RPG SOLDIER OPTION
	WHEN	WE HAVE A BARRACK BUT WE DON'T HAVE ENOUGH MONEY
	THEN	RPG SOLDIERS CAN'T BE TRAINED

AS A		PLAYER
I WANT TO		EXIT THE GAME
1	GIVEN	THE GAME IS RUNNING
	WHEN	I CHOOSE EXIT THE GAME OPTION
	THEN	THE GAME IS QUIT

Use Cases:

- Start Game: User selects Start game and it asks user to enter name and choose level..
- Move: The user can move soldiers and vehicles. User first selects them and then right click on the location where user wants them to move.
- Attack: The user can attack his enemies and their buildings, when enemies or their buildings are close on specified distance.
- Build: The user can build 4 types of buildings, those are: Mine, War factory, Barrack, Wall. for all kinds of buildings user must have enough money and has chosen correct location (eg: not in Water, not on Mountain) to build.
- War Factory: after building war factory, user can create Tank, and Amphibious vehicle if user has enough money.
- Mine: the user can only build mines on crystals, and after building mine user can earn money after every specified time.
- Barrack: after building barrack, user can train Machine Gunners and RPG soldiers if user has enough money he can train as many as he wants.
- Wall: user can build wall to defend his territory from enemies.
- Tank: Tank can attack enemy troops and buildings.
- Amphibious Vehicle: Amphibious Vehicle can also attack and it can move on all types of terrain.
- Machine Gunners: Machine gunners attack enemy troops and buildings.
- RPG Soldiers: RPG Soldiers also attack enemy troops and buildings, but they have more damage than machine gunners.
- Exit Game: User selects the Exit Game Option to quit the game.