1   Introduction

Deadwood is a board game that is all about encapsulating the actor in everybody. You can have anywhere from 2 to 6 players for a reasonable 60 minute game. There will generally be a total of 4 days, and in each day you'll move from scene to scene taking any role that your rank (represented by a die) will allow. You can choose to either act or rehearse on these scenes and make money or credits to improve your final score. Your final score is determined by your dollars, credits, and five times your rank at the end of day four (or however many days will be played based on your player count!)

2   Actors

There are two main actors: the player and the host(or the system). The players obviously play the game, and a host or system moderates and ensures that rules are being followed and that anything that must be replaced at the end of the day is done correctly.
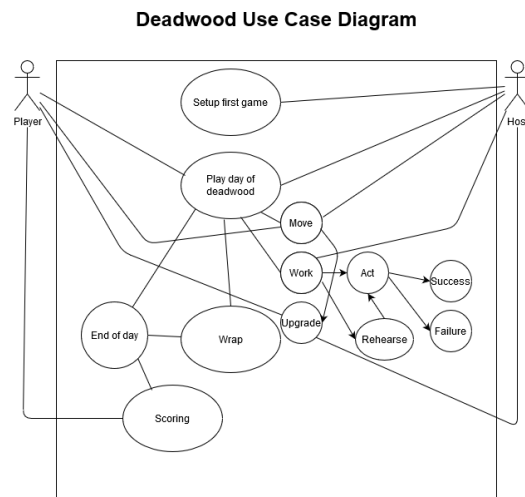
3   Use Case Diagram

Figure 1: Use Case Diagram for Deadwood

4   Use Cases

<div style="text-align: center;">**Setup first game**</div>

Use Case Title: Setup first game of Deadwood
Actors: Host
Trigger: Players want to begin a game of Deadwood
Pre-Condition: There is less than 8 players
Post-Condition: The players have begun the game
Basic Flow:

1. Print out boards and card files.

2. Arrange one-page board sections with Main street board on top right, general store board on top left, casting office board on bottom left, and hotel on bottom right.

3. Obtain 6 (or more) 6-sided dice for rolling.

4. Obtain paper money in denominations of $ and larger, up to $50.

5. Use 100 and 500 dollar bills to present 1 and 5 credits respectively.

6. Obtain 40 small pennies for shot counters and practice chips.

7. Determine how many players are playing. If 4, continue; else, check alternate flows.

8. Obtain 6-sided die for each player. This will represent rank.

9. Place each die in Trailers with 1-side facing up.

10. Shuffle deck of cards and deal one card to each set on board, face down until all ten sets are filled.

11. Determine how many shots are required and place the appropriate amount of shot markers (pennies) on each of the numbered circles.

12. Determine who will go first.

13. Decide a player to handle the bank (this can be done by host).

Alternate Flow - Step 7:

7. There are only 2-3 players playing.

8. Let players know that there will only be 3 days.

Assignment 1 - Part 1

9. Only 30 total cards will be used.

Alternate Flow - Step 7:

7. There are 5 players playing.

8. Give each player 2 credits (2 $100 bills).

Alternate Flow - Step 7:

7. There are 6 players playing.

8. Give each player 4 credits (4 $100 bills).

Alternate Flow - Step 7:

7. There are 7-8 players playing.

8. Start each player with a rank of 2 (2-side facing up for each player).

Alternate Flow - Step 2:

2. Choose any random board configuration using the 4 board pieces.

Play a day of Deadwood

Use Case Title: Play a day
Actors: Players and Host
Trigger: Board has been setup
Pre-Condition: Board setup use case has been performed.
Post-Condition: The players have finished a full day of Deadwood.
Basic Flow:

1. Player determined to be first takes turn.

2. Player determines current position.

3. Player decides how they will use their turn based on their current position:

   3.1. **Move:** See Move use case, optional

   3.2. **Work:** See Work use case, must either act or rehearse if working.

   3.3. **Upgrade:** See Upgrade use case, must be at casting office. Can occur before or after move.

4. After player has performed action based use case, the player to their left or next player determined by host will go to step 2.

Alternate Flow - Step 2:

2. Player has determined they are working.

3. Player must either act or rehearse, which is detailed in the Work use case.

Alternate Flow - Step 2:

2. Player is in casting office and would like to upgrade.

3. Upgrade use case is performed.

Perform a move

Use Case Title: Moving
Actors: Players
Trigger: Player has decided to move
Pre-Condition: Player can move/turn is not over
Post-Condition: The players has performed a move.
Basic Flow:

1. Player has determined they are **not working**.

2. Player optionally moves one step to any adjacent area through any connection.

3. Player finishes turn.

Alternate Flow - Step 3:

3. Player decides to take a role.

4. Player places die on directly on role that is equal or below their rank and not already taken by another player.

5. Player finishes turn.

Alternate Flow - Step 3:

3. Player is on a set, but does not want to take a role.

4. Player places die on a blank area of the set.

5. Player finishes turn.

Alternate Flow - Step 3:

3. Player is on a set, but does not want to take a role.

4. Player places die on a blank area of the set.

5. Player finishes turn.

Alternate Flow - Step 3:

3. Player is in Casting Office, not working, and would like to upgrade. (either before or after move)

4. Player exchanges cash or credits for a rank upgrade of any size.

5. Player finishes turn.

Perform work

Use Case Title: Working
Actors: Players, Host
Trigger: Player has decided to work
Pre-Condition: Player is in a scene and has their die on a role
Post-Condition: The players has worked.
Basic Flow:

1. Player is on a role/is in a scene.

2. Player and host determine budget.

3. Player decides to act or rehearse.

4. Host determines whether to perform wrap use case.

5. Player finishes turn.

Alternate Flow - Step 3:

3. Player decides to act.

4. Player rolls one 6-sided die and compares to budget.

5. If roll is equal to or higher than budget, the player succeeds. See succeed use case.

6. If roll is lower, the player fails. See failure use case.

Alternate Flow - Step 3:

3. Player decides to rehearse.

4. Player adds one practice chip to die, stacking it on top or the side.

5. If player accumulates guaranteed success, the player must act.

6. Player finishes turn.

Perform upgrade

Use Case Title: Upgrading rank
Actors: Players, Host
Trigger: Player has decided to upgrade
Pre-Condition: Player is in Casting Office
Post-Condition: The players has purchased an upgrade.
Basic Flow:

1. Player is in Casting Office and decides to upgrade.

2. Player exchanges money and/or credits for rank upgrade.

3. Player positions die to new rank.

Acting success

Use Case Title: Acting resulted in success
Actors: Host
Trigger: Player performed work and succeeded
Pre-Condition: Player is working and rolled higher than movie budget.
Post-Condition: The players has finished work and earns money.
Basic Flow:

1. Host determines whether player is on the card or off the card.

2. Host rewards player with appropriate reward.

3. Host removes one shot counter from the set.

4. If no more shot counters remain on scene, host performs wrap use case.

Alternate Flow - Step 1:

1. Host determines player is on the card.

2. Host removes a shot counter and gives player two credits.

Alternate Flow - Step 2:

1. Host determines player is off the card.

2. Host removes a shot counter and gives player one dollar and one credit.

Acting failure

Use Case Title: Acting resulted in failure
Actors: Player, Host
Trigger: Player performed work and failed
Pre-Condition: Player is working and rolled lower than movie budget.
Post-Condition: The players has finished work for the day and earns appropriate rewards.
Basic Flow:

1. Host determines whether player is on the card or off the card.

2. Host rewards player with appropriate reward.

3. Player finishes turn.

Alternate Flow - Step 1:

1. Host determines player is on the card.

2. Player gets nothing.

Alternate Flow - Step 2:

1. Host determines player is off the card.

2. Host gives player a dollar.

Wrap

Use Case Title: Scene is wrapped
Actors: Player, Host

Assignment 1 - Part 1

Trigger: There are no more shot counters in scene
Pre-Condition: There is at least one player working on the card
Post-Condition: Scene is removed and bonus money is paid out.
Basic Flow:

1. Host acknowledges no more shot counters on scene.

2. Host determines player on-cards and off-cards.

3. Host awards appropriately to players.

4. Host removes scene card from board.

Alternate Flow - Step 2:

2. Host determines player is on the card.

3. Active player rolls a number of dice equal to budget of the movie.

4. Dice are distributed among the roles on the card.

5. Highest dice goes to top role (rank), next die goes to the next role, and so on.

6. If there are more die than players, the die wraps back around to the highest role.

7. Host gives dollars equal to dice assigned to the roles.

Alternate Flow - Step 2:

2. Host determines player is off the card.

3. All extras off card receive bonus equal to size of role.

Alternate Flow - Step 2:

2. Host determines there is no one on card.

3. No bonus payments are handed out.

Ending day

Use Case Title: End of day/round
Actors: Host
Trigger: There is one scene left on the board
Pre-Condition: There is only one scene left on the board

Assignment 1 - Part 1

Post-Condition: Game is reset to play a day use case
Basic Flow:

1. Host acknowledges there is only one scene left.

2. No further payments are made to those working on scenes.

3. Host moves all players back to the trailers.

4. Host removes last scene card from board.

5. Host deals ten new scenes onto board, face down.

6. Host replaces all the shot counters.

7. Host begins day use case and play continues to next player.

Alternate Flow - Step 2:

5. Host determines that it was the last day.

6. Host performs end of game/scoring use case.

Scoring

Use Case Title: Scoring
Actors: Host, Players
Trigger: Last day
Pre-Condition: There is no more days to perform.
Post-Condition: Scoring is determined and winner is determined.
Basic Flow:

1. Each player calculates score by scoring one point for every dollar, one point for every credit, and five points multiplied by players current rank.

2. Host determines highest score and crowns a winner!

Alternate Flow - Step 1:

1. Player decides to sell credits and ranks.

2. Player calculates score based solely off dollars.