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CSCI 345

Assignment 1 Part 1

**Introduction**

Deadwood is a game in which 2-8 navigate Deadwood Studios trying to come out on top with the most points. Players go around the studio picking up roles they’re qualified for from different scenes. After working on different movie scenes for 4 days, the most successful player (based on their money, credits, and rank) wins.

**Actors**

The different actors I found in my game were

* Players (The people playing the game)
* Host (Is a player but is also in charge of moderating the game, is the one running the game)
* System

---------------------------------------------------------------------------------------------------------------------Use Case Title: Setting up the game

Actors: Host, Players

Trigger: 2-8 Players want to play Deadwood

Precondition: The game has not been setup or started

Postcondition: The game is setup and is ready to play

Basic Flow:

1. Host opens the game
2. Host selects play game
3. Host arranges the board with its default configuration
4. Host tells the game how many players there are
5. Each player picks a color for their die
6. The players decide on who should go first
7. The game is ready, and the first player can take his turn

Alternate Flow – Step 3

1. The Host selects random board configuration
2. The board no longer has the default configuration

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Use Case Title: Start of Players turn

Actors: Player

Trigger: The game has officially started, or the previous player has ended their turn

Precondition: The game has officially started, it is not someone else’s turn, the game hasn’t ended

Postcondition: The player has selected what to do on their turn

Basic Flow:

1. The player decides on moving, working, or upgrading

Alternate Flow – Step 1

1. The player moves one step
2. The player takes a role

Alternate Flow – Step 1

1. The player moves one step
2. The player upgrades his rank

Alternate Flow – Step 1

1. The player upgrades his rank
2. The player moves on step

Alternate Flow – Step 1

1. The player works on his role

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Use Case Title: Moving

Actor: Player

Trigger: The player decided to move on his turn

Precondition: It is the players turn, they decided to move

Postcondition: The player moved one space

Basic Flow:

1. The player picks any adjacent area through any connection to move to
2. The player moves onto a new scene
3. The scene card on the new scene is revealed
4. The player decides on taking a role on that scene

Alternate Flow – Step 2

1. The player moves onto a discovered scene
2. The player decides on taking a scene (if available)

Alternate Flow – Step 1

1. The player decides not to move
2. Player decides to take a role or upgrade (if applicable)

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Use Case Title: Taking a Role

Actor: Player

Trigger: The player decides to take an open role on a scene

Precondition: The scene has available roles

Postcondition: The player selected a role

Basic Flow:

1. The player picks a role that their rank allows them to (either extra or starring)
2. The players dice is put on the role they picked

Alternate Flow – Step 1

1. There are no available roles for the players rank
2. The user is taken back a menu and allowed to move and pick a different role or upgrade (as permitted based on previous move decisions)

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Use Case Title: Scene is Wrapped

Actor: Player who took off the last shot counter

Precondition: The role is completed, and all shot counters are taken off

Postcondition: The scene card is removed

Basic Flow:

1. The active player roles x bonus dice (x = budget of the movie)
2. The bonus dice are automatically distributed to each starring role, highest die going on top role, so on so forth
3. Each starring role receives money equal to their bonus dice
4. Each extra role receives money equal to their rank
5. The scene card is removed

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Use Case Title: Upgrading

Actor: Player

Precondition: The user is in the casting room on their turn, either before or after moving

Postcondition: The user upgrades their rank

Basic Flow:

1. The player decides to upgrade their rank
2. The player picks which rank to upgrade to
3. The player pays x dollars OR x credits to upgrade to that rank
4. x dollars or x credits is taken from that players balance
5. the players ranked is upgraded, their turn proceeds

Alternate Flow – Step 3

1. The player does not have enough for the selected rank
2. The player is taken back a menu to select a different rank
3. The player picks which rank to upgrade to
4. The player pays x dollars OR x credits to upgrade to that rank
5. x dollars or x credits is taken from that players balance
6. the players ranked is upgraded, their turn proceeds

Alternate Flow – Step 2

1. The player changers their mind
2. The player is taken back to continue their turn (if applicable)

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Use Case: Scoring

Actor: All players

Precondition: The third/fourth day (depending on players) has ended

Postcondition: Each player is scored, and a winner is decided

Basic Flow:

1. Each player is scored individually based on one point for each dollar, one point for each credit, 5 points multiplied by their rank
2. A winner is declared
3. The host exits game to main menu

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Use Case Title: Ending the day

Actor: All players

Precondition: Only one scene card is left on the gameboard

Postcondition: The game board is reset and prepared for the next day OR player scoring begins

Basic Flow:

1. All player dice are returned to the trailer
2. The last scene card is removed
3. Ten scene cards are placed onto the board, hidden
4. All shot counters are replaced
5. The player who’s turn was next on the previous day goes first

Alternate Flow – Step 1:

1. The third/fourth day has ended
2. A scoring screen is showed
3. Each player is scored

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Use Case Title: Working on a role

Actor: Player

Trigger: The player chooses to work on their role

Precondition: The player is on a valid role space, it is the players turn

Postcondition: The player chooses how to work on their role

Basic Flow:

1. The player decides to work on their roles
2. The player chooses to either act or rehearse

Alternate Case – Step 1:

1. The player changes their mind
2. They are taken back to continue their turn (if applicable)

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Use Case Title: Rehearsing a Role

Actor: Player

Trigger: The player decides to rehearse their role

Precondition: The player is on a valid role space, it is the players turn, they have chosen to rehearse

Postcondition: A rehearsing counter is placed on the players role/scene

Basic Flow:

1. The user has a role and decides to rehearse
2. A +1 chip is given to that role
3. Every acting role is given +1 for each chip on that role

---------------------------------------------------------------------------------------------------------------------Use Case Title: Acting on a role

Actor: Player

Trigger: The player decides to act their role

Precondition: The player is on a valid role space, it is the players turn, they have chosen to act

Postcondition: The player completes or fails acting, the role gets finished, the player gets paid depending on role

Basic Flow

1. The player has a role and decides to act their role
2. A 6-sided dice is rolled
3. Add rehearsing chips (if applicable)
4. The dice role is greater than or equal to the movie budget
5. The role succeeds, a shot counter is taken off the scene
6. The player is given (two credits if starring, one credit + one dollar if extra)
7. If last shot counter is taken off, wrap up the scene

Alternate Flow – Step 1

1. There are enough rehearsing chips for a guaranteed success
2. A 6-sided dice is rolled
3. Add rehearsing chips (if applicable)
4. The dice role greater than or equal to the movie budget
5. The role succeeds, a shot counter is taken off the scene
6. The player is given (two credits if starring, one credit + one dollar if extra)
7. If last shot counter is taken off, wrap up the scene

Alternate Flow- Step 3

1. Add rehearsing chips (if applicable)
2. The dice role is not greater than or equal to the movie budget
3. The role fails
4. The player is given (nothing if starring, one dollar if extra)

