



Use case diagram

The use case diagram concerning diplomacy and interaction in FreeCol has the following actors:

- Colonizer, which represents a player (human or otherwise) controlling an European unit.
- Scout, which represents an extension of the Colonizer actor that has access to extra actions.
- Missionary, which represents an extension of the Colonizer actor that has access to extra actions.
- Native, which represents a player (human or otherwise) controlling a Native unit.

Diplomacy With Europeans Subject

- Declare war:
 - Primary actor: Colonizer
 - A colonizer declares war against another colonizer.
- Declare peace:
 - Primary actor: Colonizer
 - A colonizer declares peace with another colonizer.
- Trade gold:
 - Primary actor: Colonizer
 - A colonizer trades their gold with another colonizer.

Diplomacy With Natives Subject

- Learn skill:
 - Primary actor: Colonizer
 - Secondary actor: Native
 - Allows a unit to learn a skill from a native settlement, becoming a specialized unit.
- Gift offering:
 - Primary actor: Colonizer
 - Secondary actor: Native
 - A unit gives an offering to another settlement.
- Declare war:
 - Primary actor: Colonizer
 - Secondary actor: Native
 - A unit declares war against another settlement.
- Handle land disputes:
 - Primary actor: Colonizer

- Secondary actor: Native
 - Abstract use case regarding land disputes caused by trying to claim land that is already claimed
- Pay for land:
 - Primary actor: Colonizer
 - Secondary actor: Native
 - Extension of the Hand land disputes use case that solves the dispute by paying for the land.
- Take land by force:
 - Primary actor: Colonizer
 - Secondary actor: Native
 - Extension of the Hand land disputes use case that solves the dispute by taking the land by force.
- Leave land alone:
 - Primary actor: Colonizer
 - Secondary actor: Native
 - Extension of the Hand land disputes use case that solves the dispute by giving up the land.
- Gather information:
 - Primary actor: Scout
 - Secondary actor: Native
 - A scout unit talks with a native settlement leader and gathers information.
- Demand tribute:
 - Primary actor: Scout
 - Secondary actor: Native
 - A scout unit demands a tribute from a native settlement leader.
- Convert native:
 - Primary actor: Missionary
 - Secondary actor: Native
 - A missionary unit converts a native unit, allowing the colonizer player to control the converted unit.