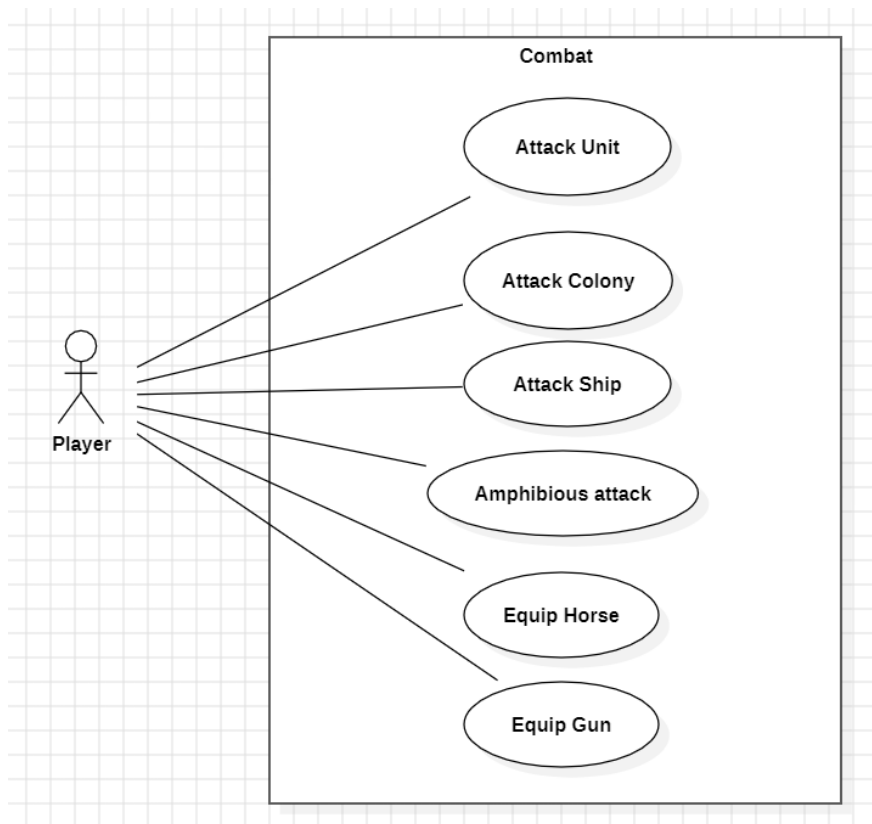


Use case diagram – Combat



The use case diagram describing the combat in FreeCol has the following actor:

- Player, which represents a player capable of engaging in combat.

Combat

- Attack Unit:
 - Primary actor: Player
 - The player uses one of his ground combat units to attack an enemy ground unit by moving to its tile.
- Attack Colony:
 - Primary actor: Player
 - The player uses one of his ground combat units to attack an enemy colony by moving to the tile where the colony is.
- Attack Ship:
 - Primary actor: Player

- The player uses one of his combat capable ships to attack an enemy ship by moving to its tile.
- Amphibious attack:
 - Primary actor: Player
 - The player uses a ground combat unit on board of a ship to attack an enemy coastal unit or colony.
- Equip Horse:
 - Primary actor: Player
 - The player equips 50 units of horses to a ground unit raising its combat strength.
- Equip Gun:
 - Primary actor: Player
 - The player equips 50 units of guns to a ground unit raising its combat strength and allowing it to start combat engagements, making it a ground combat unit.

Glossary:

- ground combat unit – a unit able to engage in ground combat, which can be a normal unit equipped with a gun or an artillery piece.
- combat capable ships – a ship capable of starting combat, which can be of three different types: Frigate, Man of War and Privateer.

João Silveira, nº 62654