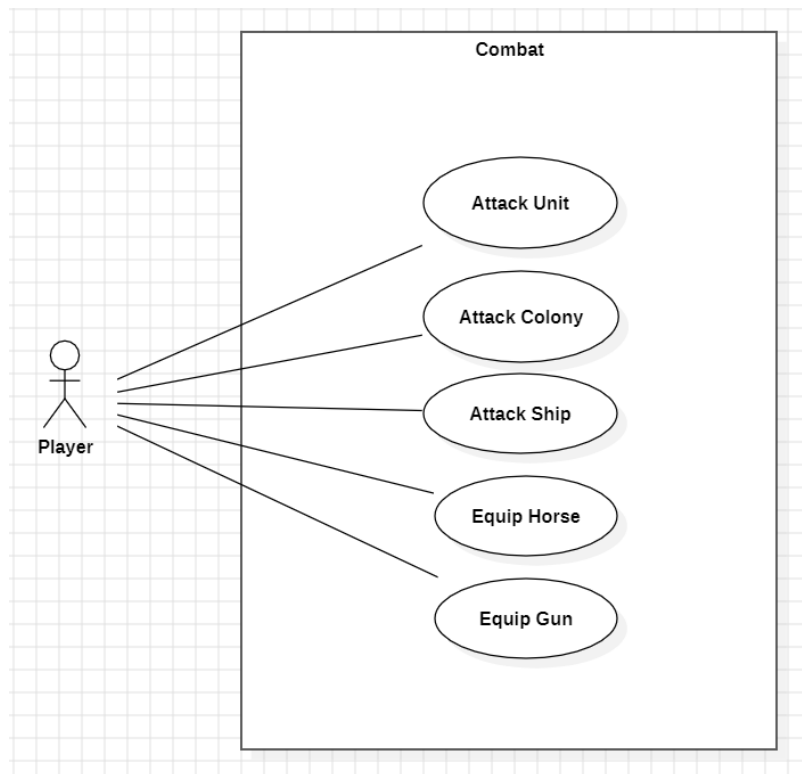


Use case diagram – Combat



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. The player can also attack with a ship if the colony is on a coastal tile.
- Attack Ship:
 - Primary actor: Player

- The player uses one of his combat capable ships to attack an enemy ship by moving to its tile.
- 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.

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