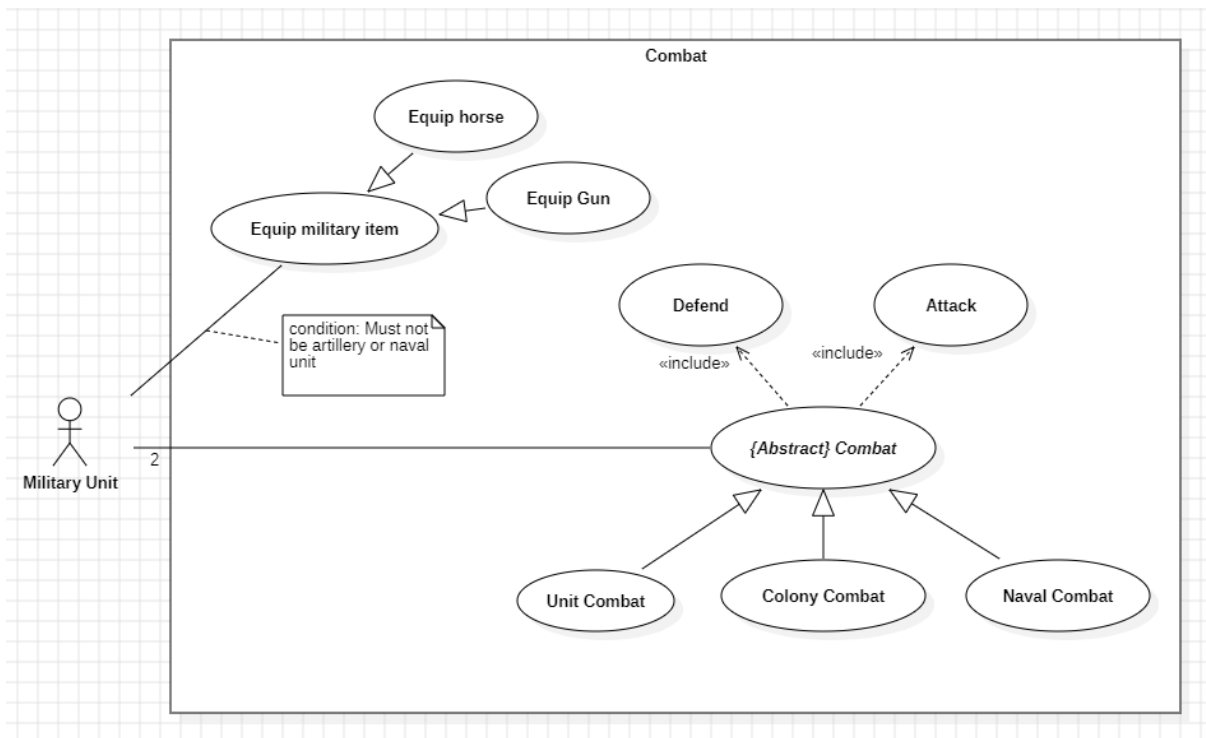


Use case diagram - Combat



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

- Military unit, which represents a player unit (physical player or ai) capable of participating in combat.

Combat

- Equip military item:
 - Primary Actor: Military Unit
 - A Military Unit may equip an item to improve its combat capabilities. Equipping a gun also allows it to attack, without it it is only able to defend. It must not be a canon or Naval Unit.
- Unit Combat:
 - Primary Actor: Military Unit (attacking)
 - Secondary Actor: Military Unit (defending)
 - A ground unit is able to attack another ground unit, which will be defending.
- Colony Combat:
 - Primary Actor: Military Unit (attacking)
 - Secondary Actor: Military Unit (defending)

- A military unit is able to attack another unit, which will be inside of a colony and will be defending it.
- Naval Combat:
 - Primary Actor: Military Unit (attacking, naval)
 - Secondary Actor: Military Unit (defending, naval)
 - A naval military unit is able to attack another naval unit, which will be defending.

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