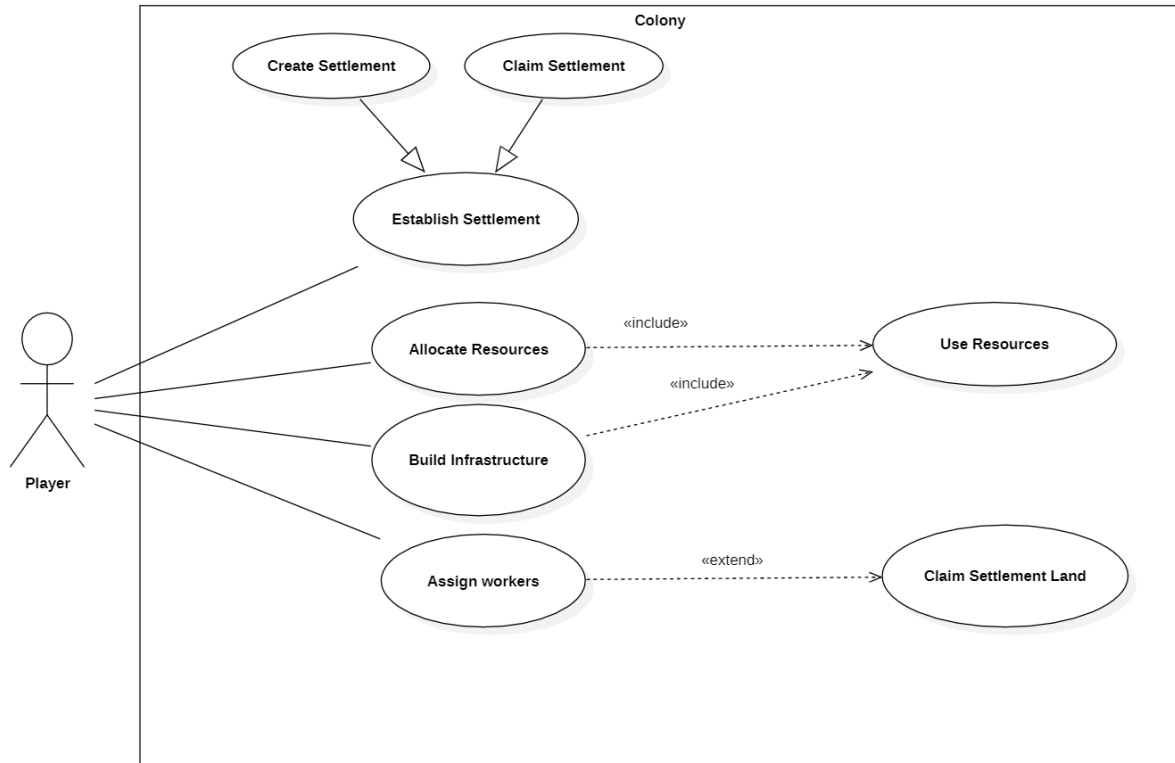


# Use Case Diagram

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## Colony management

The main actor in this use case diagram is the "Player", like the name suggests this actor can either be a real human or an AI, who engages with the colony to perform the following actions:

1. **Establish Settlement:** The player can either create a settlement or claim settlement. This action involves initiating or taking over an area for further development.
2. **Allocate Resources:** This action involves the management and distribution of resources within the settlement. The player decides how resources are distributed among various needs or areas within the settlement. Like for example allocation of resources for different purposes, such as construction or production.
3. **Build Infrastructure:** The player can construct various structures or elements within the settlement to enhance its functionality or capabilities. This action also involves the use of resources for construction purposes.
4. **Assign Workers:** Extends from "Claim Settlement Land" signifying the player's ability to allocate workers to claimed land by those worker, likely for specific tasks or resource gathering.