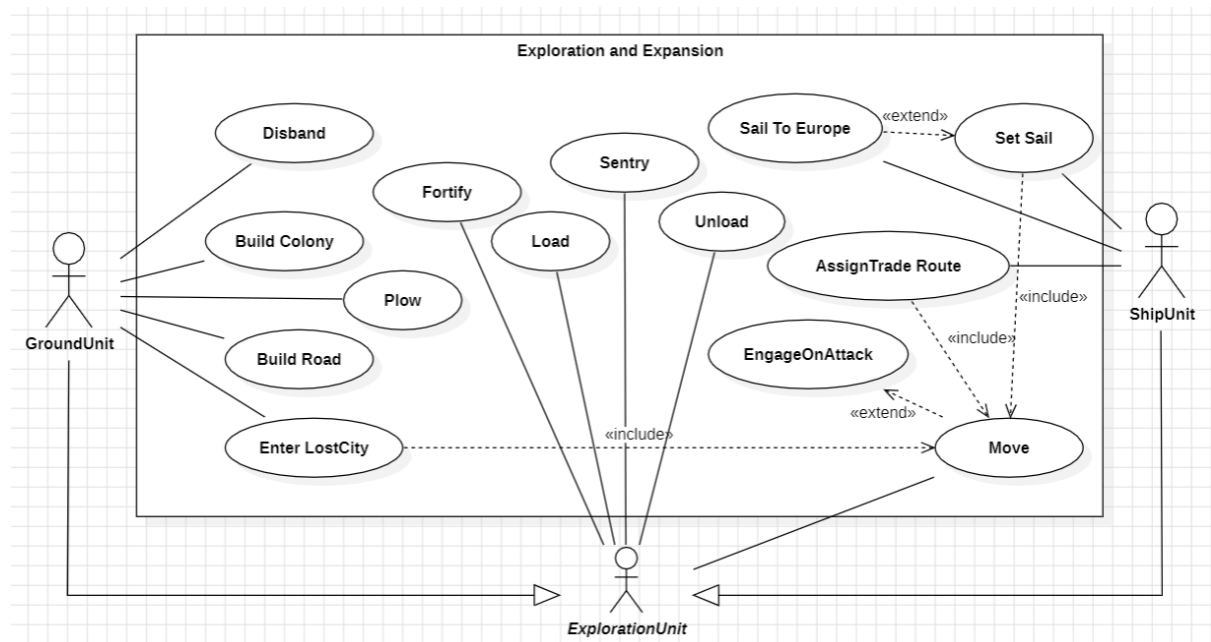


# Use Case Diagram



## Actors :

- ExplorationUnit - represents a player controlling a (playable) unit in the game.
- GroundUnit - represents a unit that interacts on land(troops, workers, etc.)
- ShipUnit - represents a unit that interacts on sea (ships)

## EXPLORATION AND EXPANSION

- Fortify:
  - Primary actor : ExplorationUnit
  - Unit stands in place (fortifies) until new order.
- Load:
  - Primary actor : ExplorationUnit
  - Unit loads available goods (used for example, on ships and wagons)
- Unload:
  - Primary actor : ExplorationUnit
  - Unit unloads cargo (used for example, on ships and wagons)

- Sentry:
  - Primary actor : ExplorationUnit
  - Unit stands in place “waiting for something to happen
- Move:
  - Primary actor : ExplorationUnit
  - Unit moves to one of its surrounding tiles (chosen by the player)
- Set Sail:
  - Primary actor : ShipUnit
  - Unit sets sail to a chosen location (includes Move)
- Sail to Europe:
  - Primary actor : ShipUnit
  - Unit sets sail to Europe (extends Set Sail)
- Assign Trade Route:
  - Primary actor : ShipUnit
  - Unit starts moving following the assigned trade route (includes Move)
- Enter Lost City:
  - Primary actor : GroundUnit
  - Unit moves to the lost city (includes Move)
- Disband:
  - Primary actor : GroundUnit
  - Unit is disbanded
- Build Colony:
  - Primary actor : GroundUnit
  - Unit builds colony on it's current map tile
- Build Road:
  - Primary actor : GroundUnit
  - Unit builds road in an adjacent map tile
- Plow:
  - Primary actor : GroundUnit
  - Unit plows it's current map tile