

Use Case: Trade and Economy

In terms of actors, the Use Case diagram illustrating Trade and Economy has the actor Player. This actor, which represents either a human or a non-human player, may perform all the actions stated in the diagram and some of the actions in question might involve more than one Player actor.

The actions that may be performed by the player actor are the following: Assign Trade Routes, Trade with Other Colonies, Trade with Europe, Trade with Natives, Gather Resources and Be Taxed.

Assign Trade Routes

In this Use Case the primary actor (Player) may assign Routes in order to establish trade, therefore, this case is included in the actions of Trading with Other Colonies, Trading with Europe and Trading with Natives. This action might be performed by one or more Players, as the trading relationships can be established with other Players, may they be human or not.

Trade with Other Colonies

This Use Case represents the abstract case in which the primary actor (Player) establishes trading relationships with other colonies. This Use Case has 3 extensions: Buy Goods, Sell Goods and Trade Gold. In the extension Buy Goods, the primary actor (Player) acquires goods from other colonies, whilst in the Sell Goods extension the primary actor (Player) may put their goods up for sale. In the Trade Gold extension, the primary actor (Player) can receive from or give gold to other colonies.

Trade with Europe

This Use Case represents the abstract case in which the primary actor (Player) establishes trading relationships with European nations. This Use Case has 4 extensions: Sell Foodstuff, Buy Foodstuff, Buy Goods from Europe and Export Goods. In the extension Sell Foodstuff, the primary actor (Player) may put their produce up for sale, whilst in the Buy Foodstuff extension the primary actor (Player) can acquire food products. In the Buy Goods from Europe, the primary actor (Player) may purchase goods, whereas in the Export Goods extension, the primary actor (Player) can sell goods in Europe.

Trade with Natives

This Use Case represents the abstract case in which the primary actor (Player) establishes a trading relationship with the Native population. This Use Case has 4 extensions: Buy Goods, Sell Goods, Receive Gifts and Give Gifts. In the extension Buy Goods, the primary actor (Player) acquires goods from the Native people, whilst in the Sell Goods extension the primary actor (Player) may sell goods to them. In the Receive Gifts extension, the primary

actor (Player) is given presents from the Native people, whereas in the Give Gifts extension the primary actor (player) may give them offerings.

Gather Resources

This Use Case represents the abstract case in which the primary actor (Player) gathers resources that will then be traded through the established trade routes. This Use Case has 2 extensions: Mining and Gather Colony Resources. In the extension Mining, the primary actor (Player) gathers mining resources that will then be traded. In the extension Gather Colony Resources, the primary actor (Player) gathers raw materials that may then be traded as is, or traded after being used to produce other items, such as luxury goods, for example.

Be Taxed

This Use Case represents the abstract case in which the primary actor (Player) is taxed. This Use Case has two extensions: Pay Taxes and Refuse Taxes. In the extension Pay Taxes, the primary actor (Player) accepts the appointed taxes and pays the according amount. In the extension Refuse Taxes, the primary actor (Player) refuses the payment of the due taxes, which may, for instance, lead to a boycott of goods.

