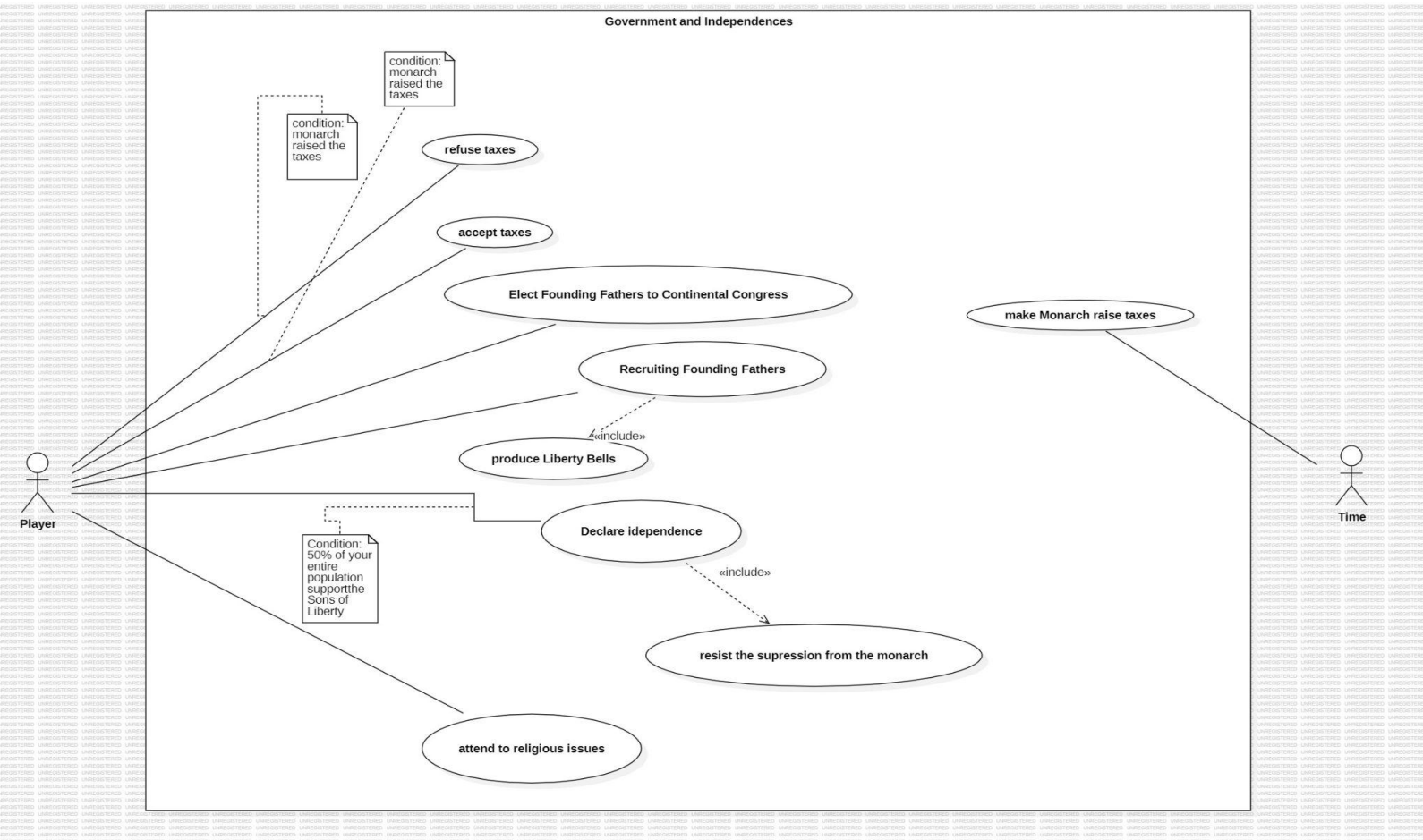


# Case Diagram - Government and Independences (Final)



## Government and Independences

This Diagram talks about the government and Independence actions. The actors of this Diagram are Time and Player, where Time represents the time that is being handled by the game system, and the player is the current player in the game.

### Refusing the taxes

- Primary actor: Player
- **Refusing the taxes** that are imposed by the Monarch, you can only do it if the monarch raises the taxes

### Accepting the taxes

- Primary actor: Player
- **Accepting the taxes** that are imposed by the Monarch, you can only do it if the monarch raises the taxes.

### **Elect Founding Fathers to Continental Congress**

- Primary actor: Player
- **Elect Founding Fathers to Continental Congress**, they will represent you and give benefits for your nation.

### **Recruiting Founding Fathers**

- Primary actor: Player
- **Recruiting Founding Fathers**, when you produce Liberty Bells you will be allowed to recruit founding fathers. They can assist you in different ways, and each of them have different benefits.

### **Declare Independence**

- Primary actor: Player
- **Declare Independence**, opposing the Monarch, and being free to not pay the taxes but initiating a conflict. This implies that the Monarch will try to suppress your rebellion, if so you will fight for your freedom as an independent territory.

### **Attending religious Issues**

- Primary actor: Player
- **Attending religious Issues** may let your colony members be satisfied with your administration. It could be a good idea if the player wants to maintain the peace in your territory.

### **Make Monarch raise taxes**

- Primary actor: Time
- From time to time, the **Monarch** may decide to **raise the taxes** from his colonies.

