Actors in the system:

User

Robot Player(s)

Human Player(s)

Robot Librarian

Actors:

For the project, there will be four main actors (or roles) that will be employed within this program:

User

The first actor in the system will be the actual user, the individual that will be executing the program and dealing with the various user interfaces. This actor will be able view the rules of the game at any time; terminate the program at any time; choose the number of players; choose the number of human players; also choose the size of the board; view statistics after the game; and play the game again. The only limitations for these actions is the player will only be able to choose 2, 3, and 6 players for the game; and that the size of the board is only an option to choose from if there are 3 players.

Human Player(s)

The next actor in the system will be the human players involved in playing the game. Note: any individual who is fulfilling the user role can also assume the role of a human player. Human players have the ability to view the rules section, move a robot, attack a robot, and terminate the game.

Robot Player(s)

Like the human players, the robot players will have a similar role. They will have the option to move (if it is their turn) and attack another robot.

Robot Librarian

The last actor in the system will be the robot librarian whose role will be to query various robot teams and their stats for the user to select from; download the robot AIs for use; register new robots; retire current robots (clears their stats); revise current robots; and finally keep and update the statistics of each robot it has access to after a game.