USE CASE 1	START GAME	
Goal in Context	The Actor attempts to begin a new game after the Application begins running.	
Scope & Level	High	
Preconditions	Application is Running and Idling on Main Menu	
Success End Condition	The Application successfully begins running a new game of Illuminati.	
Failed End Conditions	● The Application remains on the Main Menu. ● The Application crashes.	
Primary Actors	The Actor	
Secondary Actors	The Application's START Function.	
Trigger	Actor selects the START GAME Option on the Main Menu	
DESCRIPTION	**Step**	**Action**
	1	Actor successfully starts up the Application.
	2	Application boots to the Main Menu Screen.
	3	Actor selects the START GAME Option on the Main Menu Screen
	4	Application switches from Main Menu to the setup of a New Game.

RELATED INFORMATION	GAME START is where many future functions will be tied to; it begins the process of gathering information needed to set up a game, and ultimately sets it up.
Priority:	High
Performance	Short Amount of Time
Frequency	Every time the Application is started.
Channels to actors	Selected from Console running the game.
OPEN ISSUES	Needs to be Implemented
Due Date	End of Semester
Superordinates	None
Subordinates	Game Setup
AUTHOR	R. Canyon Artuz
Create date	03/11/2020

USE CASE 2	RULES	
Goal in Context	The Actors will understand how the game operates.	
Scope & Level	High	
Preconditions	The application must be running.	
Success End Condition	The rules of the game appear.	
Failed End Condition	The rules of the game do not appear.	
Primary Actors	The Actors	
Secondary Actors	The RULES Button the Users must click to view the Rules	
Trigger	When the Actor selects the RULES button in the main menu.	
DESCRIPTION	**Step**	**Action**
	1	Actor selects the RULES button in the main menu.
	2	RULES for the game pop up.
	3	Actor views the rules.
Extensions	**Step**	**Action**

	2a	Actor presses ESC key to return to Main / Pause Menu
	3a	Actor selects the LEFT arrow on any page of the Rulebook, to cycle to the previous page.
	3b	Actor selects the RIGHT arrow on any page of the Rulebook besides the last to cycle to the next page.
	3c	Actor selects the LEFT arrow on the first page of the Rulebook, but it does nothing.
	3d	Actor selects the RIGHT arrow on the last page of the Rulebook, but it does nothing.
RELATED INFORMATION	As one of the Main Menu Items, it will have its own separate branch. As it is stored as a series of images, Actors will need to cycle through each individual image.	
Priority:	Low	
Performance	Low Amount of Time	
Frequency	Once every time the Application is started.	
Channels to actors	Selected from Console running the game.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	None	
Subordinates	None	

AUTHOR	R. Canyon Artuz
Create date	03/13/2020

USE CASE 3	QUIT GAME		
Goal in Context	The Actors quit the Application while it is running		
Scope & Level	High		
Preconditions	The Application must be running.		
Success End Condition	The Application successfully quits.		
Failed End Condition	The Application continues running.		
Primary Actors	The Actors		
Secondary Actors	The QUIT GAME button on the Main Menu.		
Trigger	When the Actor selects the QUIT GAME option in the Main Menu.		
DESCRIPTION	**Step**	**Action**	
	1	Actor selects QUIT GAME on the Main Menu.	
	2	Actor selects YES on "Are You Sure?"	
	3	Application Exits.	
EXTENSIONS	**Step**	**Branching Action**	

	2a	Player selects NO on "Are You Sure?" : Return to Main Menu
RELATED INFORMATION		As a Main Menu Item, it will have nothing above it, and as it immediately quits the game, nothing will be below it.
Priority:		Low
Performance		Low Amount of Time
Frequency		High : Once every time the Application is opened.
Channels to actors		Selected from Console running the game.
OPEN ISSUES		Needs to be Implemented
Due Date		Friday, May 8, 2020
Superordinates		None
Subordinates		None
AUTHOR		R. Canyon Artuz
Create date		03/14/2020

USE CASE 4	GAME SETUP		
Goal in Context	Once the Actor has chosen to start a START GAME, the Actor will then set up the game, choosing the number of Human Players and AI-Controlled Bots that will be participating.		
Scope & Level	High		
Preconditions	Application has started and START GAME was selected from the Main Menu.		
Success End Condition	Actor finishes setup and the game begins with the requested layout.		
Failed End Condition	Application fails to acknowledge correct Actor-Inputted settings.		
Primary Actors	The Actors		
Secondary Actors	Buttons on screen to denote the Number of Players and the Advanced Game Rules.		
Trigger	Runs immediately after START GAME has been selected.		
DESCRIPTION	**Step**	**Action**	
	1	Actor starts the Application.	
	2	Actor selects the START GAME button from the Main Menu.	
	3	GAME SETUP appears, and the Actor chooses how they want to play.	

	4	GAME begins.
SUB-VARIATIONS	**Step**	**Branching Action**
	3a	Actor selects 1 Human Player : 1 HUMAN begins.
	3b	Actor selects 2 Human Players : 2 HUMANS begin.
	3c	Actor selects 3 Human Players : 3 HUMANS begin.
	3d	Actor selects 4 Human Players : 4 HUMANS begin.
	3e	Actor selects to play with Hidden Goals on : Activates HIDDEN GOALS mode, which has special win conditions for each Illuminati.
	3f	Actor selects to play with Hidden Illuminati on : Activates HIDDEN ILLUMINATI mode, which hides the identity of other Players' Illuminatis.
	3g	Actor selects to play with Cheats on : Activates CHEATERS! mode, which opens up new menu items to deal with the cheaters.
Priority:	High	
Performance	Low Amount of Time	
Frequency	Once every time the Application starts.	
Channels to actors	Selected from Console running the game.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	

Superordinates	START GAME
Subordinates	- 1 HUMAN - 2 HUMANS - 3 HUMANS - 4 HUMANS - HIDDEN GOALS MODE - HIDDEN ILLUMINATI MODE - CHEATER! MODE
AUTHOR	R. Canyon Artuz
Create date	03/14/2020

USE CASE 5	1 HUMAN
Goal in Context	On GAME SETUP, the Actor selects 1 HUMAN Mode to play against all CPUs.
Scope & Level	High
Preconditions	The application is running and the game setup is in progress.
Success End Condition	The game starts with 1 human and 3 CPU players
Failed End Condition	The game starts with the incorrect human and CPU players or the player is back at the main menu.
Primary Actors	Users
Secondary Actors	1 HUMAN BUTTON

Trigger	Selection of 1 HUMAN on GAME SETUP Menu.	
DESCRIPTION	**Step**	**Action**
	1	Actor selects 1 HUMAN on the GAME SETUP Menu.
	2	Game begins with 1 HUMAN and 3 COMPUTER OPPONENTS
Sub-Variations	**Step**	**Action**
	2a	Actor presses ESC to return to Main Menu
RELATED INFORMATION	Part of the GAME SETUP Branch, which handles the setup of the game's rules and players.	
Priority:	High	
Performance	Low Amount of Time	
Frequency	¼ Times every time the Application is started.	
Channels to actors	Selected from Console running the game.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	GAME SETUP	

Subordinates	Each Player's Illuminati card and their Available Actions to Take.
AUTHOR	R. Canyon Artuz
Create date	03/17/2020

USE CASE 6	**2 HUMANS**
Goal in Context	On GAME SETUP, the Actor selects 2 HUMANS Mode to play against 2 CPUs.
Scope & Level	High
Preconditions	Actor selected 2 HUMANS on GAME SETUP
Success End Condition	Game Begins with 2 HUMANS and 2 CPUs
Failed End Condition	● Game doesn't begin. ● Game softlocks.
Primary Actors	The Player
Secondary Actors	2 HUMANS Button on the Screen
Trigger	Actor selects 2 HUMANS on GAME SETUP

DESCRIPTION	Step	Action

	1	Actor accesses the GAME SETUP Menu.
	2	Actor selects 2 HUMANS on the GAME SETUP Menu.
	3	Game Begins.
Sub-Variations	**Step**	**Action**
	2a	Actor presses ESC to return to Main Menu
Priority:	High	
Performance	Low Amount of Time	
Frequency	¼ Times the Application is started.	
Channels to actors	Selected from Console running the game.	
OPEN ISSUES	None	
Due Date	Friday, May 8, 2020	
Superordinates	GAME SETUP	
Subordinates	Each Player's Illuminati Card and their Available Actions to Take.	
AUTHOR	R. Canyon Artuz	
Create date	03/17/2020	

USE CASE 7	3 HUMANS	
Goal in Context	On GAME SETUP, the Actor selects 3 HUMANS Mode to play against 1 CPU.	
Scope & Level	High	
Preconditions	Actor selects 3 HUMANS on GAME SETUP.	
Success End Condition	Game begins with 1 CPU and 3 HUMANS upon selection.	
Failed End Condition	● Game Softlocks. ● Game CTD.	
Primary Actors	The Player	
Secondary Actors	3 HUMANS button on Screen.	
Trigger	Actor selects 3 HUMANS on GAME SETUP	
DESCRIPTION	**Step**	**Action**
	1	Actor accesses the GAME SETUP Menu.
	2	Actor selects 3 HUMANS on the GAME SETUP Menu.
	3	Game Begins.

Sub-Variations	Step	Action
	2a	Actor presses ESC to return to Main Menu
Priority:	High	
Performance	O(n)	
Frequency	¼ Times the Application is started.	
Channels to actors	Selected from Console running the game.	
OPEN ISSUES	None	
Due Date	Friday, May 8, 2020	
Superordinates	GAME SETUP	
Subordinates	Each Player's Illuminati card and their Available Actions to Take.	
AUTHOR	R. Canyon Artuz	
Create date	03/17/2020	

USE CASE 8	4 HUMANS	
Goal in Context	On GAME SETUP, the Actor selects 4 HUMANS Mode to play against all HUMANs.	
Scope & Level	Low	
Preconditions	Actor selects 4 HUMANS on GAME SETUP.	
Success End Condition	Game begins with 4 HUMANS.	
Failed End Condition	● Game Softlocks. ● Game CTD's.	
Primary Actors	The Player	
Secondary Actors	4 HUMANS button on Screen.	
Trigger	Actor selects 4 HUMANS from the GAME SETUP menu.	
DESCRIPTION	**Step**	**Action**
	1	Actor accesses the GAME SETUP Menu.
	2	Actor selects 4 HUMANS on the GAME SETUP Menu.
	3	Game Begins.
Sub-Variations	**Step**	**Action**

	2a	Actor presses ESC to return to Main Menu
Priority:	High	
Performance	Low Amount of Time	
Frequency	¼ Time Application is Started.	
Channels to actors	Selected from Console running the game.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	GAME SETUP	
Subordinates	Each Player's Illuminati card and their Available Actions to Take.	
AUTHOR	R. Canyon Artuz	
Create date	03/17/2020	

USE CASE 9	DISPLAY / DO NOT DISPLAY SPECIAL CARD
Goal in Context	If an Actor draws a Special Card, give them the option to Display the Card face-up if so desired.
Scope & Level	Low

Preconditions	Game has started, Play has begun, Player has managed to draw a Special Card.
Success End Condition	Player's Special Card is displayed how they desire.
Failed End Condition	- Game softlocks - Card is displayed incorrectly.
Primary Actors	The Player
Secondary Actors	DISPLAY / DO NOT DISPLAY SPECIAL CARD button on screen.
Trigger	Player draws a Special Card

DESCRIPTION	**Step**	**Action**
	1	Game begins, First turn determined by random chance.
	2	Game progresses as normal.
	3	Player draws a Special Card.
	4	Player decides whether or not to display a Special Card.
	5	Special Card is displayed accordingly.

RELATED INFORMATION	it's parent should technically be the game itself, which takes place after Game Setup creates it. It only happens on a Player's individual turn, when they draw a special card, though.
Priority:	High

Performance	Low Amount of Time
Frequency	15/110 Card Draws
Channels to actors	Selected from Console running the game.
OPEN ISSUES	Needs to be Implemented
Due Date	Friday, May 8, 2020
Superordinates	Must occur during gameplay, after the game has been set up.
Subordinates	None
AUTHOR	R. Canyon Artuz
Create date	03/17/2020

USE CASE 10	TAKE AN ACTION	
Goal in Context	On a User's Turn, they may choose to TAKE AN ACTION, TRANSFER MONEY, or MOVE GROUP.	
Scope & Level	High	
Preconditions	Game has begun, turn order has been decided via RNG.	
Success End Condition	Player successfully manages to perform an action.	
Failed End Condition	● Game softlocks. ● Action doesn't perform correctly.	
Primary Actors	Player	
Secondary Actors	Other Players.	
Trigger	Actor's turn comes up.	
DESCRIPTION	**Step**	**Action**
	1	Game begins.
	2	Actor's Turn is up.
	3	Actor selects what Action(s) they wish to perform.
	4	Action occurs.

EXTENSIONS	Step	Branching Action
	3a	Player chooses to Attack : ATTACK Tree.
	3b	Player chooses to Transfer Money : Choose Target to send Money to.
	3c	Player chooses to Move Group : Select where to Move Group.
	3d	Player chooses to Perform Free Action : Select Free Action to perform.
Sub-Variations	Step	Branching Action
	4	Player chooses to accuse a Player of being a specific Illuminati in Hidden Illuminati Mode.
	4a	Player chooses to overstate his / her Power / Income until identified via a prompt.
	6	Player chooses to perform a cheat action when Cheat Mode is on.
RELATED INFORMATION	As the main controller for the Actions a Player may perform on their turn, this is what Players will be interacting with the most. It'll be managed by the specific number of actions each Player may perform per turn, and the number will decrement every time an action is performed, and will force the Player to give the turn to the next Player once those actions are used up.	
Priority:	High	
Performance	O(n)	
Frequency	Every Player's Turn.	
Channels to actors	Selected from Console running the game.	

OPEN ISSUES	Needs to be Implemented
Due Date	Friday, May 8, 2020
Superordinates	None
Subordinates	1. Attack 2. Transfer Money 3. Move Group 4. Free Action(s) 5. (Optional) Accuse an Illuminati 6. (Optional) Cheat Action(s)
AUTHOR	R. Canyon Artuz
Create date	03/17/2020

USE CASE 11	ATTACK
Goal in Context	Players may select to ATTACK on their Turn if they so choose to attack another player.
Scope & Level	High
Preconditions	It must be the attacking player's turn and they must have the money and cards to attack
Success End Condition	The player successfully commences the attack on the defending player.

Failed End Condition	The player does not attack the defending player.
Primary Actors	The attacking player
Secondary Actors	The defending player
Trigger	The attacking player presses START ATTACK and selects a player to attack

DESCRIPTION	**Step**	**Action**
	1	The player must press the START ATTACK button
	2	The player selects a player to attack
	3	Refer to Use Case 12 for more steps and Use Case 13 for further steps for attacking a player
	4	After selecting groups and boosting attacks, the attacking player can attack in three types: ATTACK TO CONTROL, ATTACK TO DESTROY, and ATTACK TO NEUTRALIZE
	5	The player will then roll the dice to confirm his/her success or failure in the attack. Refer to Use Case 28: ROLL DICE for further details.
	6	After the attack, the attacking player collects or discards any groups that were defeated and finishes his/her turn

EXTENSIONS	**Step**	**Branching Action**
	2a	If the player chooses to not attack another player, he/she can press CANCEL to cancel the attack option and continue the turn
	5a	If the dice roll is 11 or 12, then the attack automatically fails, no matter how much the difference between Powers and Resistances.

SUB-VARIATIONS	Step	Branching Action
	4a	When attacking to control, the attacking player's Group will attack with its Power against the Group's resistance. Therefore, the success of the attack is determined by the difference between the attacking Group's Power and the Group's Resistance. The dice roll for success is between 1 and that difference.
	4b	When attacking to destroy, the attacking player's Group will attack with its Power against the Group's Power. Therefore, the success of the attack is determined by the difference between the attacking Group's Power and the Group's Power. The dice roll for success is between 1 and that difference.
	4c	When attacking to neutralize, the concept is the same for 4a, except the Group has to be controlled by the defending player.
	6a1.	If the attacking player wins in controlling the Group, then the Group falls under the attacking player's control and any subordinates under that Group becomes controlled too.
	6a2.	Half the money from these groups belong to the attacker and the other half is returned to the bank.
	6b1.	If the attacking player wins in destroying the Group, then that Group goes to the dead pile of cards and any Groups under that dead Group's control becomes uncontrolled. The *Media Campaign* card is the only one with the ability to revive dead Groups.
	6b2.	All the money from these Groups will return to the bank.
	6c1.	If the attacking player wins in neutralizing the Group,then the Group and any subordinates under that Group becomes uncontrolled.
	6c2.	All the money from these Groups are returned to the bank.
	6d	If the attacking player loses, then the Group does not get controlled or destroyed.
RELATED INFORMATION		As part of the Turn Order actions, it'll be managed by the number of actions still available to that user's turn. Depending on how many turns are left, the Player will either be able to select the option to attack or won't be able to attack.

	Also, when attacking to control, the attacking Group must have at least one outward pointing arrow free. If the Group has no open outward-pointing arrow, then it will not be able to control another Group. Any Groups captured when winning an attack to control will have inner-pointing arrows next to the attacking Group indicating that this Group controls the captured Groups. Alignments described in the game rules do affect some attributes of Groups when attacks happen. Refer to the GAME RULES in the menu to view all alignments and effects they have in attacks.
Priority:	High
Performance	O(n)
Frequency	Every time a player chooses to attack another player.
Channels to actors	Selected from Player's Controller.
OPEN ISSUES	Needs to be Implemented
Due Date	Friday, May 8, 2020
Superordinates	Use Case 10: TAKE AN ACTION
Subordinates	Use Case 12: SELECT GROUP(S) DOING THE ATTACKING, THEIR TARGET, AND ATTACK TYPE Use Case 13: ATTACK BOOST (SPEND MONEY) OR CALL OFF ATTACK (FIRST ITERATION)
AUTHOR	Michael Zaragoza
Create date	03/28/2020

USE CASE 12	SELECT GROUP(S) DOING THE ATTACKING, THEIR TARGET, AND ATTACK TYPE
Goal in Context	The player selects groups that will participate in the attack.
Scope & Level	High
Preconditions	The player must be attacking another player.
Success End Condition	The player selects a group that will attack
Failed End Condition	The selection does not happen and the attack ends.
Primary Actors	The attacking player
Secondary Actors	The defending player.
Trigger	The player presses the START ATTACK button and selects another player to attack.

DESCRIPTION	Step	Action
	1	The attacking player can boosts his/her attack by clicking the BOOST ATTACK button, which will guide the player to further options
	2	The player clicks on the group(s) he/she wants to send out
	3	The player chooses which groups(s) from the defending player's power structure to attack.
	4	The player chooses the attack type for the group card that will be attacking.

EXTENSIONS	Step	Branching Action
	1a	Refer to Use Case 13 for further instructions.
	2a	If the attacking player wants to prevent interference from outside players, then he/she must discard a special card and declare "Privilege!"
SUB-VARIATIONS	Step	Branching Action
	2a	The Player can click on an already-selected group to view more information about that Group's card.
	2b	The Player can cancel out of this action at any time.
RELATED INFORMATION	As part of a Player's turn order, it's limited by the number of actions left in the turn.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Every time a player attacks another player.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 11: ATTACK	
Subordinates	Use Case 13: ATTACK BOOST	

AUTHOR	Michael Zaragoza
Create date	03/28/20

USE CASE 13	ATTACK BOOST (SPEND MONEY) OR CALL OFF ATTACK (FIRST ITERATION)	
Goal in Context	The player spends money to boost an attack or call of the attack on another player.	
Scope & Level	High	
Preconditions	It must be the player's turn and that player must have money.	
Success End Condition	The player successfully boosts the attack to maximize the chances of victory or calls off the attack on the defending player.	
Failed End Condition	The attack will still be in progress with no boosts to support the attacks.	
Primary Actors	The attacking player	
Secondary Actors	The defending player	
Trigger	The player must select ATTACK BOOST when attacking a player	
DESCRIPTION	**Step**	**Action**
	1	The player chooses how much money to boost their attack by.

SUB-VARIATIONS	Step	Branching Action
	1	If the players decides to cancel the attack, he/she can press CANCEL to call off the attack and continue the turn
RELATED INFORMATION	Takes place as an option for Players during their attack, after they've chosen their targets.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Every time a player attacks another player.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 11: ATTACK	
Subordinates	Use Case 14: TARGET DEFEND (SPEND MONEY)	
AUTHOR	Michael Zaragoza	
Create date	03/28/20	

USE CASE 14	TARGET DEFEND (SPEND MONEY)
Goal in Context	The player defends him/herself from an incoming attack from another player.
Scope & Level	High
Preconditions	It has to be the player's turn and that player must have money.
Success End Condition	The player successfully attempts to defend an incoming attack.
Failed End Condition	The player lets the attacking player take total victory.
Primary Actors	The defending player.
Secondary Actors	The attacking player.
Trigger	The attacking player commences the attack upon the defending player.

DESCRIPTION	**Step**	**Action**
	1	The defending player may spend MB on a Group using the number scaler on the screen.
	2	When spending money is finished, the results of the defense will be determined by the Power of the attacking Group versus the Power or Resistance of the defending Group.

EXTENSIONS	**Step**	**Branching Action**
	2a	If the defense is successful, then the defending player's Group and its resources will be saved.

	2b	If the defending player loses, refer to Use Case 11: ATTACK (Step 6a-6c) to see the results of the attack for the attacking player.
RELATED INFORMATION	Because the player is defending from another player's attack, it will not count as an action because it is not the defending player's turn.	
Priority:	High	
Performance	O(n)	
Frequency	Every time the player is attacked by another player	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 13: ATTACK BOOST (SPEND MONEY) OR CALL OFF ATTACK (FIRST ITERATION)	
Subordinates	None	
AUTHOR	Michael Zaragoza	
Create date	03/28/20	

USE CASE 15	INTERFERENCE
Goal in Context	The players interfere with an ongoing attack between other players.
Scope & Level	High
Preconditions	The player must have money, an attack has started, and the player interfering has no direct involvement in the attack.
Success End Condition	The player interferes and helps one side defend or attack.
Failed End Condition	The player doesn't interfere in the attack.
Primary Actors	The interfering player
Secondary Actors	The attacking and defending players
Trigger	The bystanding players(s) press INTERFERE before the attacking and defending players initiate the attack

DESCRIPTION	Step	Action
	1	The interfering player clicks on the player whom he/she will help in the attack.
	2	The player will select an amount of MB with a number counter and transfer that money from his/her Illuminati treasury only to the bank.

EXTENSIONS	Step	Branching Action
	1a	If the player decides to not interfere anymore, he/she can click CANCEL to cancel the interference of the attack.

	2a.	For every 1 MB sent to the bank, it will affect the needed dice roll by 1.
	2b.	If the interfering player is helping the attacker, then the dice roll will increase by 1 for every MB spent.
	2c.	If the interfering player is helping the defender, then the dice roll will decrease by 1 for every MB spent.
RELATED INFORMATION	Because the player is interfering with another player's attack, it will not count as an action because it is not the interfering player's turn.	
Priority:	High	
Performance	O(n)	
Frequency	When a player is attacking another player	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 11: ATTACK	
Subordinates	Use Case 16: TRANSFER MONEY	
AUTHOR	Michael Zaragoza	
Create date	03/28/20	

USE CASE 16	TRANSFER MONEY
Goal in Context	Transfers in-game currency from one of the Player's Groups to another.
Scope & Level	High
Preconditions	The Group that will be transferring the money actually has money.
Success End Condition	The transfer of the money is successful.
Failed End Condition	The money was not transferred.
Primary Actors	The player
Secondary Actors	The TRANSFER MONEY Button
Trigger	The player selects the TRANSFER MONEY Button on the Action menu.

DESCRIPTION	Step	Action
	1	The player selects which Group will transfer the money.
	2	The player will then select which Group will be receiving the money.
	3	The player will then either select YES or NO to confirm the transfer.
	4	When selected YES, the money will be transferred properly and the turn will continue.

EXTENSIONS	Step	Branching Action
	1a	If the selected Group does not have money to transfer, then the application will tell the player that there is no money to transfer. Therefore, the player will be prompted again for a different Group.
	1b	If the player decides to not transfer any money, he/she can click BACK to look at the other actions instead.
	3a	If the player selects NO, then the player will be prompted to select a Group that will transfer the money and another to receive it again.
RELATED INFORMATION	In any given turn, the player can only transfer money twice for that action.	
Priority:	High	
Performance	O(1)	
Frequency	Every time a player wants to transfer for his/her free action	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 15: INTERFERENCE Use Case 18: FREE ACTION(S)	
Subordinates	N/A	
AUTHOR	Michael Zaragoza	

Create date	03/28/20

USE CASE 17	MOVE GROUP
Goal in Context	Moves the group to a specific location that is strategized by the player.
Scope & Level	High
Preconditions	It must be the player's turn and the player must have group cards to move.
Success End Condition	The player successfully moves his group.
Failed End Condition	The player cannot move his cards.
Primary Actors	The player
Secondary Actors	MOVE GROUP button
Trigger	The player must select the MOVE GROUP option.

DESCRIPTION	Step	Action
	1	The player will select which Group to move.
	2	The player will then see which valid positions he/she can place her Group. The player can decide which position will best fit their strategy.
	3	The game will ask for a confirmation of the new position with a YES or NO.
	4	When selected YES, the Group will successfully be in the new position and all applied attributes from the power structure will be present for the Group's new location.

EXTENSIONS	Step	Branching Action
	1a	If the player decides to not move the group, then he/she can click CANCEL to see the other actions.
	2a	If the player places the Group in an invalid place, then the game will output a message on the screen stating that the position is invalid for the Group.
	3a	If the player selects NO, then he/she will continue to select a new position.
RELATED INFORMATION	When moving a Group to another location, added resistance bonus is higher if the new location is closer to the Illuminati Card.	
Priority:	High	
Performance	O(n)	
Frequency	Every player's turn: When the player decides to move the group card to a different location	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 10: TAKE AN ACTION	
Subordinates	None	
AUTHOR	Michael Zaragoza	

Create date	03/28/20

USE CASE 18	FREE ACTION(S)
Goal in Context	The player takes a specific action during the Action portion of their turn, without it counting as one of their allocated two actions.
Scope & Level	High
Preconditions	It must be the player's turn.
Success End Condition	The player commits a free action.
Failed End Condition	The player does not commit a free action.
Primary Actors	The player.
Secondary Actors	None.
Trigger	The player must choose to use a free action.

DESCRIPTION	Step	Action
	1	The player decides to use any of their available free actions during their turn, but they can only use each unique free action once.

EXTENSIONS	Step	Branching Action
	2a	Player commits DROP GROUP free action : Proceed to DROP GROUP on their turn only.
	2b	Player commits AID ATTACK free action : Proceed to AID ATTACK on their turn only.

	2c	Player commits SPECIAL CARD free action : Proceed to use the SPECIAL CARD free action on their turn only.
	2d	Player commits GIVE AWAY SPECIAL CARD free action: Proceed to the GIVE AWAY SPECIAL CARD free action on any turn.
	2e	Player commits to GIVE AWAY MONEY free action: Proceed to the GIVE AWAY MONEY free action on any turn.
RELATED INFORMATION	Although free actions are unlimited for a player's turn, the player should be mindful what he/she is doing. The actions they make might benefit or hurt them in the long run. Free actions are different from regular actions, as regular actions are more game changing and limited per turn.	
Priority:	High	
Performance	O(n)	
Frequency	Every player's turn.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented.	
Due Date	Friday, May 8, 2020	
Superordinates	Take an Action	
Subordinates	Drop Group, Aid Attack, Give Away Special Card, Give Away Money	
AUTHOR	Katherine Seng	

Create date	03/28/20

USE CASE 19	DROP GROUP
Goal in Context	The player drops the group into the discard pile.
Scope & Level	High
Preconditions	It must be the player's turn.
Success End Condition	The player successfully drops a group from his or her hand.
Failed End Condition	The player keeps the group card in question.
Primary Actors	The player.
Secondary Actors	DROP GROUP button
Trigger	The player selects DROP GROUP.

DESCRIPTION	Step	Action
	1	The player selects which Group the drop from his structure.
	2	The player confirms with YES or NO.
	3	When selected YES, the Group will be dropped from the player's hand and into the uncontrolled area of Group cards.

SUB-VARIATIONS	Step	Branching Action

	1a	If the player decides to not drop a group, then the player will be prompted to do another free action instead.
	2a	If the player selects NO, then the player will be prompt to select a group again to delete
RELATED INFORMATION	When dropping a Group, they are removed from the Power Structure as well. This means that the added resistance bonus to other Groups might change depending on where the Group is dropped.	
Priority:	High	
Performance	O(n)	
Frequency	Every player's turn: When the player decides to drop a group	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 18: FREE ACTION(S)	
Subordinates	None	
AUTHOR	Michael Zaragoza	
Create date	03/28/20	

USE CASE 20	GIVE AWAY SPECIAL CARD	
Goal in Context	The player gives a special card to another player via trade	
Scope & Level	High	
Preconditions	It must be the player's turn.	
Success End Condition	The special card is given away to the discard pile.	
Failed End Condition	The special card is not given away.	
Primary Actors	The player.	
Secondary Actors	GIVE AWAY SPECIAL CARD button	
Trigger	The player selects the GIVE AWAY SPECIAL CARD button.	
DESCRIPTION	**Step**	**Action**
	1	The player will select which special to give away.
	2	The player will then select which player to give the special card to.
	3	The player sending the card will select YES or NO to confirm the action.
	4	When selected YES, the player receiving the card will then confirm with a YES or NO.

	5	When YES is selected both times, the special card will then be transferred to the other player.
EXTENSIONS	**Step**	**Branching Action**
	1a	If the player decides not to give away a special card, he/she can select CANCEL to choose another free action.
	2a	If the player wants to give a different special card away, then he/she can press CANCEL to go back to selecting special cards.
	3a	If the player sending the card selects NO, then that player will go back to selecting which player should receive the card.
	4a	If the player receiving the card selects NO, then the player sending the card has to select a special card again and select another player to give it too.
RELATED INFORMATION	A player can give away a special card at any given point in time, not just on his/her turn.	
Priority:	High	
Performance	O(n)	
Frequency	Every player's turn: When the player decides to give away a special card	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 18: FREE ACTION(S)	

Subordinates	None
AUTHOR	Michael Zaragoza
Create date	03/28/20

USE CASE 21	USE SPECIAL CARD
Goal in Context	The player uses the special card to turn the tides of the game.
Scope & Level	High
Preconditions	It must be the player's turn.
Success End Condition	The player successfully uses the special card.
Failed End Condition	The player does not use the special card.
Primary Actors	The player.
Secondary Actors	USE SPECIAL CARD button
Trigger	The player presses USE SPECIAL CARD

DESCRIPTION	Step	Action
	1	The player will select YES or NO to confirm the action.
	2	When selected YES, the special card's abilities will activate and do its purpose.

EXTENSIONS	Step	Branching Action
	2a	When selected NO, then nothing happens and they will be prompted to select another action.

RELATED INFORMATION	Every special card has different instructions to follow. The player must follow these instructions if he/she wishes to use the special card to in a strategic way.
Priority:	High
Performance	O(n)
Frequency	Every player's turn: When the player decides to use their special card's ability
Channels to actors	Selected from Player's Controller.
OPEN ISSUES	Needs to be Implemented
Due Date	Friday, May 8, 2020
Superordinates	Use Case 18: FREE ACTION(S)
Subordinates	None
AUTHOR	Michael Zaragoza
Create date	03/28/20

USE CASE 22	TRANSFER GROUP(S)	
Goal in Context	The player transfers a group.	
Scope & Level	High	
Preconditions	It must be the player's turn.	
Success End Condition	The player successfully transfers the group(s)	
Failed End Condition	The player does not transfer the group(s).	
Primary Actors	The player	
Secondary Actors	A second player	
Trigger	The player selects TRANSFER GROUP after choosing GROUPS options	
DESCRIPTION	**Step**	**Action**
	1	The player decides to transfer a group(s) with a second player.
	2	The player decides to GIVE AWAY a group(s) to the other player.
	3	The other player must agree to the trade.
EXTENSIONS	**Step**	**Branching Action**

	2a	The player decides to SELL a group(s) to the other player for money.
	2b	The player decides to TRADE a group(s) to the other player for either cash, cards, or a different group(s).
RELATED INFORMATION	Transferring Groups counts as one action. However, if the player traded a Group for another, it counts as two actions, one for each Group.	
Priority:	High	
Performance	O(n log n)	
Frequency	Every player's turn: When the player wants to transfer their group	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	None	
Due Date	End of the semester	
Superordinates	Action	
Subordinates	None	
AUTHOR	Katherine Seng	
Create date	03/29/20	

USE CASE 23	HIDDEN GOALS
Goal in Context	From the Game Setup Menu, the Player will be able to select this alternate game mode to enable Hidden Goals Mode.
Scope & Level	High
Preconditions	Players are on the GAME SETUP Menu.
Success End Condition	The Hidden Goals for each Player are enabled.
Failed End Condition	The Hidden Goals for each Player are not enabled.
Primary Actors	The player
Secondary Actors	HIDDEN GOALS Button
Trigger	The player selects HIDDEN GOALS on the GAME SETUP Menu.

DESCRIPTION	Step	Action
	1	Player Highlights HIDDEN GOALS Button on the GAME SETUP Menu.
	2	Player presses ENTER on HIDDEN GOALS Button to flag the modifier for the game.
	3	HIDDEN GOALS Modifier is now active, and new ways to win the game are available and being tracked.

EXTENSIONS	Step	Branching Action

	1a	Player moves off of the HIDDEN GOALS Button on Game Setup.
	2a	Player reselects HIDDEN GOALS Button to deactivate the modifier.
RELATED INFORMATION	As an option on the GAME SETUP Menu, it can only be accessed via the GAME START Button on the Main Menu.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Once, Twice, or Thrice, given how the Players debate to play the game and whether they want to use it or not, or whether they change their minds.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 1: GAME START	
Subordinates	Use Case 10: TAKE AN ACTION (Modifies Win Conditions and Elimination Methods)	
AUTHOR	R. Canyon Artuz	
Create date	03/28/2020	

USE CASE 24	HIDDEN ILLUMINATI	
Goal in Context	From the Game Setup Menu, the Player will be able to select this alternate game mode to enable Hidden Illuminati Mode.	
Scope & Level	High	
Preconditions	Players are on the GAME SETUP Menu.	
Success End Condition	The Hidden Illuminati mode is enabled.	
Failed End Condition	The Hidden Illuminati mode is not enabled.	
Primary Actors	The player	
Secondary Actors	HIDDEN ILLUMINATI Button	
Trigger	The player selects HIDDEN ILLUMINATI on the GAME SETUP Menu.	
DESCRIPTION	**Step**	**Action**
	1	Player Highlights HIDDEN ILLUMINATI Button on the GAME SETUP Menu.
	2	Player presses ENTER on HIDDEN ILLUMINATI Button to flag the modifier for the game.
	3	HIDDEN ILLUMINATI Modifier is now active, and new ways to win the game are available and being tracked.
EXTENSIONS	**Step**	**Branching Action**

	1a	Player moves off of the HIDDEN ILLUMINATI Button on Game Setup.
	2a	Player reselects HIDDEN ILLUMINATI Button to deactivate the modifier.
RELATED INFORMATION	As an option on the GAME SETUP Menu, it can only be accessed via the GAME START Button on the Main Menu.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Once, Twice, or Thrice, given how the Players debate to play the game and whether they want to use it or not, or whether they change their minds.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 1: GAME START	
Subordinates	Use Case 10: TAKE AN ACTION (Adds Items to the Menu)	
AUTHOR	R. Canyon Artuz	
Create date	03/28/2020	

USE CASE 25	CHEATER!	
Goal in Context	From the Game Setup Menu, the Player will be able to select this alternate game mode to enable Cheater! Mode.	
Scope & Level	High	
Preconditions	Players are on the GAME SETUP Menu.	
Success End Condition	The Cheater! mode is enabled.	
Failed End Condition	The Cheater! mode is not enabled.	
Primary Actors	The player	
Secondary Actors	CHEATER! Button	
Trigger	The player selects CHEATER! on the GAME SETUP Menu.	
DESCRIPTION	**Step**	**Action**
	1	Player Highlights CHEATER! Button on the GAME SETUP Menu.
	2	Player presses ENTER on CHEATER! Button to flag the modifier for the game.
	3	CHEATER! Modifier is now active, and new ways to win the game are available and being tracked.
EXTENSIONS	**Step**	**Branching Action**

	1a	Player moves off of the CHEATER! Button on Game Setup.
	2a	Player reselects CHEATER! Button to deactivate the modifier.
RELATED INFORMATION		As an option on the GAME SETUP Menu, it can only be accessed via the GAME START Button on the Main Menu.
Priority:		High
Performance		Low Time to Perform
Frequency		Once, Twice, or Thrice, given how the Players debate to play the game and whether they want to use it or not, or whether they change their minds.
Channels to actors		Selected from Player's Controller.
OPEN ISSUES		Needs to be Implemented
Due Date		Friday, May 8, 2020
Superordinates		Use Case 1: GAME START
Subordinates		Use Case 10: TAKE AN ACTION (Adds Items to the Menu)
AUTHOR		R. Canyon Artuz
Create date		03/28/2020

USE CASE 26	ACCUSE ILLUMINATI PLAYER
Goal in Context	From the Action Menu, the Player is able to accuse another Player of being another Illuminati when HIDDEN ILLUMINATI Mode is on.
Scope & Level	High
Preconditions	HIDDEN ILLUMINATI Mode is on.
Success End Condition	The Player List is pulled up and the Player is able to select one, followed by the Illuminati List to allow the Player to guess which Illuminati they are.
Failed End Condition	Nothing happens.
Primary Actors	The player
Secondary Actors	ACCUSE ILLUMINATI Button
Trigger	The player selects ACCUSE ILLUMINATI on the ACTIONS Menu.

DESCRIPTION	Step	Action
	1	Player Highlights ACCUSE ILLUMINATI Button on the ACTIONS Menu.
	2	Player presses ENTER on ACCUSE ILLUMINATI Button to pull up a list of Players.
	3	Player selects which Player they are accusing.
	4	Player selects which Illuminati they believe the accused Player is.

EXTENSIONS	Step	Branching Action
	1a	Player moves off of the ACCUSE ILLUMINATI Button on ACTIONS menu.
	2a	Player presses ESC to back out of the menu.
RELATED INFORMATION	It relies on having the HIDDEN ILLUMINATI Modifier on, as well as the overall ACTION Menu.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	4 - 10 Times per Game.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 10: TAKE AN ACTION	
Subordinates	Player List and Illuminati List	
AUTHOR	R. Canyon Artuz	
Create date	03/28/2020	

USE CASE 26	HIDDEN ILLUMINATI - ACT BIG!
Goal in Context	From the Action Menu, the Player is able to act bigger than they really are when HIDDEN ILLUMINATI Mode is on, boosting Power and Money Gained by 1.
Scope & Level	High
Preconditions	HIDDEN ILLUMINATI Mode is on.
Success End Condition	The Player's now flagged as acting big, and they'll receive a boost of 1 to Power and Money Gained for the Turn.
Failed End Condition	Nothing happens.
Primary Actors	The player
Secondary Actors	ACT BIG Button
Trigger	The player selects ACT BIG on the ACTIONS Menu.

DESCRIPTION	Step	Action
	1	Player Highlights ACT BIG Button on the ACTIONS Menu during their turn.
	2	The Player presses ENTER on ACT BIG Button to pull up a list of Players.
	3	Player is now flagged as "Acting Big."

EXTENSIONS	Step	Branching Action
	1a	Player moves off of the ACT BIG Button on the ACTIONS menu.
RELATED INFORMATION	It relies on having the HIDDEN ILLUMINATI Modifier on, as well as the overall ACTION Menu.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Once per Player Turn, given they are undetected.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 10: TAKE AN ACTION	
Subordinates	TRANSFER MONEY and ATTACK options.	
AUTHOR	R. Canyon Artuz	
Create date	03/28/2020	

USE CASE 27	PASS
Goal in Context	From the Action Menu, the Player is able to PASS on their turn to receive 5 MB instead.
Scope & Level	High
Preconditions	It must be the Player's turn in order to Pass.
Success End Condition	The Player receives 5 MB and the turn passes to the next Player in the order.
Failed End Condition	Nothing happens.
Primary Actors	The player
Secondary Actors	PASS Button
Trigger	The player selects PASS on the ACTIONS Menu.

DESCRIPTION	Step	Action
	1	Player Highlights PASS Button on the ACTIONS Menu.
	2	Player presses ENTER on PASS Button to gain 5 MB and sacrifice their turn.

EXTENSIONS	Step	Branching Action
	1a	Player moves off of the ACCUSE ILLUMINATI Button on ACTIONS menu.

RELATED INFORMATION	It should always be at the bottom of the Actions list whenever a Player has a turn.
Priority:	High
Performance	Low Time to Perform
Frequency	Often.
Channels to actors	Selected from Player's Controller.
OPEN ISSUES	Needs to be Implemented
Due Date	Friday, May 8, 2020
Superordinates	Use Case 10: TAKE AN ACTION
Subordinates	None
AUTHOR	R. Canyon Artuz
Create date	3/28/2020

USE CASE 28	ROLL DICE
Goal in Context	The players will roll the dice to indicate successes or failures in certain actions.

Scope & Level	High
Preconditions	An Action requiring a Dice Roll is enacted.
Success End Condition	A Random Number is generated and assigned to the action.
Failed End Condition	Nothing happens.
Primary Actors	The player
Secondary Actors	ROLL DICE Button
Trigger	The player selects ROLL DICE when they are prompted.

DESCRIPTION	Step	Action
	1	Player Highlights ROLL DICE Button.
	2	Player presses ENTER on ROLL DICE Button.
	3	Random Number is Generated and Assigned to the Action.

EXTENSIONS	Step	Branching Action
	1a	Player moves off of the ROLL DICE Button.

RELATED INFORMATION	It'll be used many times throughout the game, so it's not tied down to any specific action.

Priority:	High
Performance	Low Time to Perform
Frequency	Often.
Channels to actors	Selected from Player's Controller.
OPEN ISSUES	Needs to be Implemented
Due Date	Friday, May 8, 2020
Superordinates	Use Case
Subordinates	None
AUTHOR	R. Canyon Artuz
Create date	03/28/2020

USE CASE 29	CHEAT - FUDGE DICE!
Goal in Context	From the Action Menu, the Player is able to fudge their Dice Roll after rolling Dice when CHEATER! Mode is on.
Scope & Level	High
Preconditions	CHEATER! Mode is on.
Success End Condition	Player may choose the number they wanted, instead.
Failed End Condition	Nothing happens.
Primary Actors	The player
Secondary Actors	FUDGE ROLL! Button
Trigger	The player selects FUDGE ROLL! after the DICE ROLL Button.

DESCRIPTION	Step	Action
	1	Player Highlights FUDGE ROLL! Button after rolling Dice.
	2	Player presses ENTER on FUDGE ROLL! Button to pull up a list of Numbers.
	3	Player selects which Number they desire from their roll.
	4	Play resumes with that selected number.

EXTENSIONS	Step	Branching Action
	1a	Player does not press the FUDGE ROLL! Button.
	3a	Player presses ESC to back out of the menu.
RELATED INFORMATION	It relies on having the CHEATER! Modifier on, and the Player must have rolled dice beforehand.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Not Often.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	Use Case 25: CHEATER!	
Subordinates	Use Case 30: CHEAT - CALL FUDGED ROLL!	
AUTHOR	R. Canyon Artuz, Katherine Seng	
Create date	3/28/2020	

USE CASE 30	CHEAT - CALL FUDGED ROLL!
Goal in Context	When not a Player's Turn, they may accuse another Player of Cheating to reverse their Fudged Dice Roll.
Scope & Level	High
Preconditions	CHEATER! Mode is on, a Player has chosen to Cheat.
Success End Condition	Previous Players' fudged roll is reversed, and play is re-loaded with the original roll number.
Failed End Condition	Nothing happens.
Primary Actors	The player
Secondary Actors	CALL FUDGED ROLL! Button
Trigger	The player selects CALL FUDGED ROLL! after a Player commits a FUDGE ROLL!

DESCRIPTION	Step	Action
	1	Player Highlights CALL FUDGED ROLL! Button after a Player has rolled Dice.
	2	Player presses ENTER on CALL FUDGED ROLL! Button.
	3	Play is reversed, and the original number is played, and 5 MB is deducted from the caught Player's account.

EXTENSIONS	Step	Branching Action

	1a	Player does not press the FUDGE ROLL! Button.
	2a	Player presses ESC to back out of the menu.
	3a	Roll was not Fudged, Player who called the fudge is fined 3 MB.
RELATED INFORMATION		It relies on having the CHEATER! Modifier on, and a Player must have rolled dice beforehand. If the Player did not fudge their roll, they will be fined 3 MB for the false call.
Priority:		High
Performance		Low Time to Perform
Frequency		Not Often.
Channels to actors		Selected from Player's Controller.
OPEN ISSUES		Needs to be Implemented
Due Date		Friday, May 8, 2020
Superordinates		FUDGE ROLL! and CHEAT MODE!
Subordinates		None
AUTHOR		R. Canyon Artuz, Katherine Seng
Create date		03/28/2020

USE CASE 31	CHEAT - ROB THE BANK!	
Goal in Context	On a Player's turn (after the Income phase), they may attempt to steal extra money from the bank.	
Scope & Level	High	
Preconditions	CHEATER! Mode is on, a Player has chosen to Cheat.	
Success End Condition	The Player is able to steal some extra money from the bank during their turn.	
Failed End Condition	Nothing happens.	
Primary Actors	The player	
Secondary Actors	ROB THE BANK! Button	
Trigger	The player selects the ROB THE BANK! Button during their turn, after the income phase.	
DESCRIPTION	**Step**	**Action**
	1	Player Highlights ROB THE BANK! Button after a Player has rolled Dice.
	2	Player presses ENTER on ROB THE BANK! Button.
	3	Player enters the number of MB they desire to steal.
	4	Money is added to the Player's inventory.

EXTENSIONS	Step	Branching Action
	1a	Player does not press the ROB THE BANK! Button.
	3a	Player presses ESC to back out of the menu.

RELATED INFORMATION	It relies on having the CHEATER! Modifier on, it must not be the Income Phase.
Priority:	High
Performance	Low Time to Perform
Frequency	Not Often.
Channels to actors	Selected from Player's Controller.
OPEN ISSUES	Needs to be Implemented
Due Date	Friday, May 8, 2020
Superordinates	CHEAT MODE!
Subordinates	None
AUTHOR	R. Canyon Artuz, Katherine Seng
Create date	03/28/2020

USE CASE 32	CHEAT - CALL BANK ROBBERY!	
Goal in Context	When not a Player's Turn, they may accuse another Player of Cheating by robbing the bank.	
Scope & Level	High	
Preconditions	CHEATER! Mode is on, a Player has chosen to Cheat.	
Success End Condition	Previous Players' bank robbery is reversed, and play is re-loaded with 5 MB deducted from the caught Player's account.	
Failed End Condition	Nothing happens.	
Primary Actors	The player	
Secondary Actors	CALL BANK ROBBERY! Button	
Trigger	The player selects CALL BANK ROBBERY! after a Player commits a ROB BANK!	
DESCRIPTION	**Step**	**Action**
	1	Player Highlights CALL BANK ROBBERY! Button after a Player's turn has passed.
	2	Player presses ENTER on CALL BANK ROBBERY! Button.
	3	Play is reversed, and 5 MB are deducted from the caught Player's account.
EXTENSIONS	**Step**	**Branching Action**

	1a	Player does not press the CALL BANK ROBBERY! Button.
	2a	Player presses ESC to back out of the menu.
	3a	Bank was not Robbed, Player who called the robbery is fined 3 MB.
RELATED INFORMATION	It relies on having the CHEATER! Modifier on, and a Player's turn must have already passed. If the previous Player did not rob the bank, the calling Player will be fined 3 MB for the false call; if not, the previous Player will be fined 5 MB from their original accounts.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Not Often.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	ROB BANK! and CHEAT MODE!	
Subordinates	None	
AUTHOR	R. Canyon Artuz, Katherine Seng	
Create date	03/28/2020	

USE CASE 33	CHEAT - INFLATE ATTACK!	
Goal in Context	On a Player's Turn, they may inflate the power of their Groups during an Attack action.	
Scope & Level	High	
Preconditions	CHEATER! Mode is on, a Player has chosen to Cheat, Player has finished selecting which Groups they want to use to Attack.	
Success End Condition	The Groups' Power is inflated during the Player's attack.	
Failed End Condition	Nothing happens.	
Primary Actors	The player	
Secondary Actors	INFLATE ATTACK! Button	
Trigger	The player selects INFLATE ATTACK! after a Player commits Groups to an Attack Action.	
DESCRIPTION	**Step**	**Action**
	1	Player Highlights INFLATE ATTACK! Button after that Player has committed Groups to an Attack Action.
	2	Player presses ENTER on INFLATE ATTACK! Button.
	3	Player enters how much they'd like to Inflate their Attack Power.
EXTENSIONS	**Step**	**Branching Action**

	1a	Player does not press the INFLATE ATTACK! Button.
	2a	Player presses ESC to back out of the menu.
RELATED INFORMATION		It relies on having the CHEATER! Modifier on, and a Player must have committed Groups to an Attack Action on their Turn.
Priority:		High
Performance		Low Time to Perform
Frequency		Not Often.
Channels to actors		Selected from Player's Controller.
OPEN ISSUES		Needs to be Implemented
Due Date		Friday, May 8, 2020
Superordinates		CHEAT MODE!
Subordinates		None
AUTHOR		R. Canyon Artuz, Katherine Seng
Create date		03/28/2020

USE CASE 34	CHEAT - CALL INFLATED ATTACK!
Goal in Context	When not a Player's Turn, they may accuse another Player of Cheating by Inflating their Attack.
Scope & Level	High
Preconditions	CHEATER! Mode is on, someone has just attacked.
Success End Condition	Previous Players' true Attack Power is applied to previous Attack and they are fined 5 MB for their dishonor… if they actually cheated. Otherwise, the Accuser is fined 3 MB for their distrust.
Failed End Condition	Nothing happens.
Primary Actors	A Player who wants to catch a Cheater
Secondary Actors	CALL INFLATED ATTACK! Button
Trigger	The player selects CALL INFLATED ATTACK! after a Player commits an Attack.

DESCRIPTION	Step	Action
	1	Player Highlights CALL INFLATED ATTACK! Button after a Player has Attacked previously.
	2	Player presses ENTER on CALL INFLATED ATTACK! Button.
	3	Play is reversed, with the caught Player's actual Attack value being used, and being fined 5 MB.

EXTENSIONS	Step	Branching Action

	1a	Player does not press the CALL INFLATED ATTACK! Button.
	2a	Player presses ESC to back out of the menu.
	3a	Attack was not Inflated, Player who called the Inflation is fined 3 MB.
RELATED INFORMATION		It relies on having the CHEATER! Modifier on, and a Player must have attacked beforehand. If the Player did not inflate their attack, they will be fined 3 MB for the false call.
Priority:		High
Performance		Low Time to Perform
Frequency		Not Often.
Channels to actors		Selected from Player's Controller.
OPEN ISSUES		Needs to be Implemented
Due Date		Friday, May 8, 2020
Superordinates		CHEAT MODE!
Subordinates		None
AUTHOR		R. Canyon Artuz, Katherine Seng
Create date		03/28/2020

USE CASE 35	CHEAT - INFLATE RESISTANCE!
Goal in Context	On a Player's Turn, they may inflate the power of their Groups when defending from an Attack.
Scope & Level	High
Preconditions	CHEATER! Mode is on, a Player has chosen to Cheat, Player has committed an Attack against another Player, and that Player is now trying to Defend against that Attack.
Success End Condition	The Groups' Resistance are inflated during the Player's attempt to Defend.
Failed End Condition	Nothing happens.
Primary Actors	The player attempting to defend against another Player's Attack
Secondary Actors	INFLATE RESISTANCE! Button
Trigger	The player selects INFLATE RESISTANCE! after another Player has committed Groups to Attacking the Actor.

DESCRIPTION	Step	Action
	1	Defending Player Highlights INFLATE RESISTANCE! Button after an Attacking Player has committed Groups to an Attack Action and their controller has the Defend Options open.
	2	Player selects ENTER on INFLATE RESISTANCE! Button on the Defensive Actions Menu.
	3	Player enters how much they'd like to Inflate their defensive Resistance.

EXTENSIONS	Step	Branching Action
	1a	Player does not press the INFLATE RESISTANCE! Button.
	2a	Player presses ESC to back out of the menu.
RELATED INFORMATION	It relies on having the CHEATER! Modifier on, and a Player must have committed Groups to an Attack Action previously.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Not Often.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	CHEAT MODE!	
Subordinates	None	
AUTHOR	R. Canyon Artuz, Katherine Seng	
Create date	03/28/2020	

USE CASE 36	CHEAT - CALL INFLATED RESISTANCE!
Goal in Context	When not a Player's Turn, they may accuse another Player of Cheating by Inflating their Resistance.
Scope & Level	High
Preconditions	CHEATER! Mode is on, someone has just defended against an Attack.
Success End Condition	Previous Players' true Defensive Power is applied to previous Defense Attempt and they are fined 5 MB for their dishonor… if they actually cheated. Otherwise, the Accuser is fined 3 MB for their distrust.
Failed End Condition	Nothing happens.
Primary Actors	A Player who wants to catch a Cheater
Secondary Actors	CALL INFLATED RESISTANCE! Button
Trigger	The player selects CALL INFLATED RESISTANCE! after a Player defends against an Attack.

DESCRIPTION	Step	Action
	1	Player Highlights CALL INFLATED RESISTANCE! Button after a Player has Defended previously.
	2	Player presses ENTER on CALL INFLATED RESISTANCE! Button.
	3	Play is reversed, with the caught Player's actual Defense value being used, and being fined 5 MB.

EXTENSIONS	Step	Branching Action

	1a	Player does not press the CALL INFLATED RESISTANCE! Button.
	2a	Player presses ESC to back out of the menu.
	3a	Defense was not Inflated, Player who called the Inflation is fined 3 MB.
RELATED INFORMATION		It relies on having the CHEATER! Modifier on, and a Player must have defended beforehand. If the Player did not inflate their defense, the accuser will be fined 3 MB for the false call.
Priority:		High
Performance		Low Time to Perform
Frequency		Not Often.
Channels to actors		Selected from Player's Controller.
OPEN ISSUES		Needs to be Implemented
Due Date		Friday, May 8, 2020
Superordinates		CHEAT MODE!
Subordinates		None
AUTHOR		R. Canyon Artuz, Katherine Seng
Create date		03/28/2020

USE CASE 37	CHEAT - PEEK THE DECK!
Goal in Context	On a Player's Turn, they may peek through the deck to cheat.
Scope & Level	High
Preconditions	CHEATER! Mode is on, a Player has chosen to Cheat on their turn.
Success End Condition	The Player is able to peek through the deck, entirely if they so choose.
Failed End Condition	Nothing happens.
Primary Actors	The Player who wishes to peek at the cards in the Deck.
Secondary Actors	PEEK THE DECK! Button
Trigger	The player selects PEEK THE DECK! on their Turn.

DESCRIPTION	Step	Action
	1	Player highlights the PEEK THE DECK! Cheat option on their Turn.
	2	Player presses ENTER on PEEK THE DECK! Button.
	3	Player freely views the contents of the Deck.
	4	Player exits the Deck View by pressing ESC at any time.

EXTENSIONS	Step	Branching Action
	1a	Player does not press the PEEK THE DECK! Button.
	3a	Player presses ESC to back out of the menu.
RELATED INFORMATION	It relies on having the CHEATER! Modifier on, and a Player must be on their particular turn.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Not Often.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	CHEAT MODE!	
Subordinates	None	
AUTHOR	R. Canyon Artuz, Katherine Seng	
Create date	03/28/2020	

USE CASE 38	CHEAT - CALL PEEKED DECK!
Goal in Context	When not a Player's Turn, they may accuse another Player of Cheating by Peeking through the Deck.
Scope & Level	High
Preconditions	CHEATER! Mode is on, it's not the Actor's Turn.
Success End Condition	Cheating Player is kicked out of Deck View and they are fined 5 MB for their dishonor… if they actually cheated. Otherwise, the Accuser is fined 3 MB for their distrust.
Failed End Condition	Nothing happens.
Primary Actors	A Player who wants to catch a Cheater
Secondary Actors	CALL PEEKED DECK! Button
Trigger	The player selects CALL PEEKED DECK! during another Player's Turn

DESCRIPTION	Step	Action
	1	Player Highlights CALL PEEKED DECK! Button during another Player's Turn.
	2	Player presses ENTER on CALL PEEKED DECK! Button.
	3	Cheater is kicked out of Deck View and is fined 5 MB.

EXTENSIONS	Step	Branching Action

	1a	Player does not press the CALL PEEKED DECK! Button.
	2a	Player presses ESC to back out of the menu.
	3a	Deck was not Peeked, Player who called the Inflation is fined 3 MB.
RELATED INFORMATION	It relies on having the CHEATER! Modifier on, and it must not be the Accuser's Turn.	
Priority:	High	
Performance	Low Time to Perform	
Frequency	Not Often.	
Channels to actors	Selected from Player's Controller.	
OPEN ISSUES	Needs to be Implemented	
Due Date	Friday, May 8, 2020	
Superordinates	CHEAT MODE!	
Subordinates	None	
AUTHOR	R. Canyon Artuz, Katherine Seng	
Create date	03/28/2020	