**Use Case Brief Textual Descriptions**

**Brief Descriptions**

Use Case Name:

**Launch Attack**

Actors:

User

Use Case Description:

Whilst the game is in the world state, when the user decides to attack, they are given the option to select a number of ships to attack with, or cancel the attack. If they choose to cancel then they are returned to the world state, else the game moves to the space state and loads the number of ships the user selected. These then fight with the enemy ships, which were loaded in at the same time. After the battle resolves it returns to the appropriate world state.

Use Case Name:

**Check Viability**

Actors:

User

Use Case Description:

The game is in play, and the user has attempted to build or place something somewhere. The game then ensures that the user has the appropriate resources to complete the task, and returns a fail message if they do not. It then checks to see if the there is enough space to place a building, and returns a fail message if there isn’t, and allows the user to reposition the building or stop attempting to place a building.

Use Case Name:

**Quit Game**

Actors:

User

Use Case Description:

Whilst in the main menu, if the user presses escape or clicks the quit button, they are pre presented with the option to either cancel or quit. If cancel is selected, they return to the main menu and nothing happens, however if quit is selected then the game unloads everything and the application closes down.

**In-Depth Textual Description**

Use Case Name:

**Launch Attack**

Actors:

User

Triggers:

User clicks attack button

Preconditions:   
User is in the earth state

Post-conditions:

The player units are checked to ensure they have ships

If the player has ships, then the game moves to the space state

The player and enemy ships are loaded in

The space state enters the attack stage

Successful Flow:  
1. The user hovers mouse over the launch attack button

2. The game checks to see if the player has any ships

3. The game asks how many ships they want to commit, or if they want to cancel

4. The game Loads in the ships

5. The game enters the attack stage

Unsuccessful Flow:

2A1: The player does not have any ships with which to launch an attack

3A1: The Player chooses to cancel the attack, and the game returns to its previous state