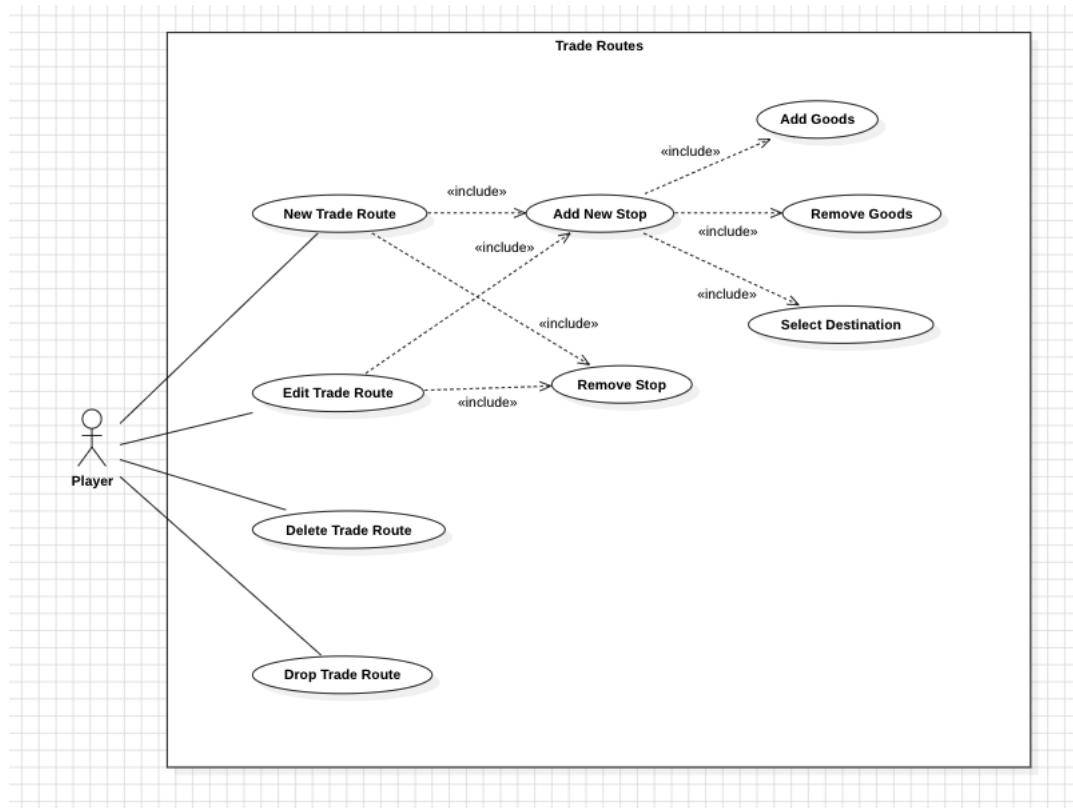# Use Case Diagrams

Diagram:

Use Cases:

Name - New Trade Route
Description – The player can create a new route
Primary Actor – Player
Secondary Actor – None

Name - Edit Trade Route
Description – The player can edit an existing route
Primary Actor – Player
Secondary Actor – None

Name - Delete Trade Route
Description – The player can delete an existing route
Primary Actor – Player
Secondary Actor – None

Name - Drop Trade Route
Description – The player drops the trade route that is doing
Primary Actor – Player
Secondary Actor – None

Name – Add New Stop
Description – The player adds a new stop to include in the trade route
Primary Actor – Player
Secondary Actor – None

Name – Remove Stop
Description – The player removes a stop from the trade route
Primary Actor – Player
Secondary Actor – None

Name – Select Destination
Description – The player selects the colony that is going to be added as a stop
Primary Actor – Player
Secondary Actor – None

Name – Add Goods
Description – The player drags and drops the goods the ship or wagon train will have on board when leaving the stop
Primary Actor – Player
Secondary Actor – None

Name – Remove Goods
Description – The player drags and drops the goods the ship or wagon to remove them from the stop
Primary Actor – Player
Secondary Actor – None