# Software Engineering Project

Use Case Diagram – The Colony Panel

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In this report I will present the use case diagram of the colonies panel and the interactions the player can have with it. This panel appears when the player selects a terrain tile on the map that belongs to them, and they can perform various actions, which are shown in the following diagram:
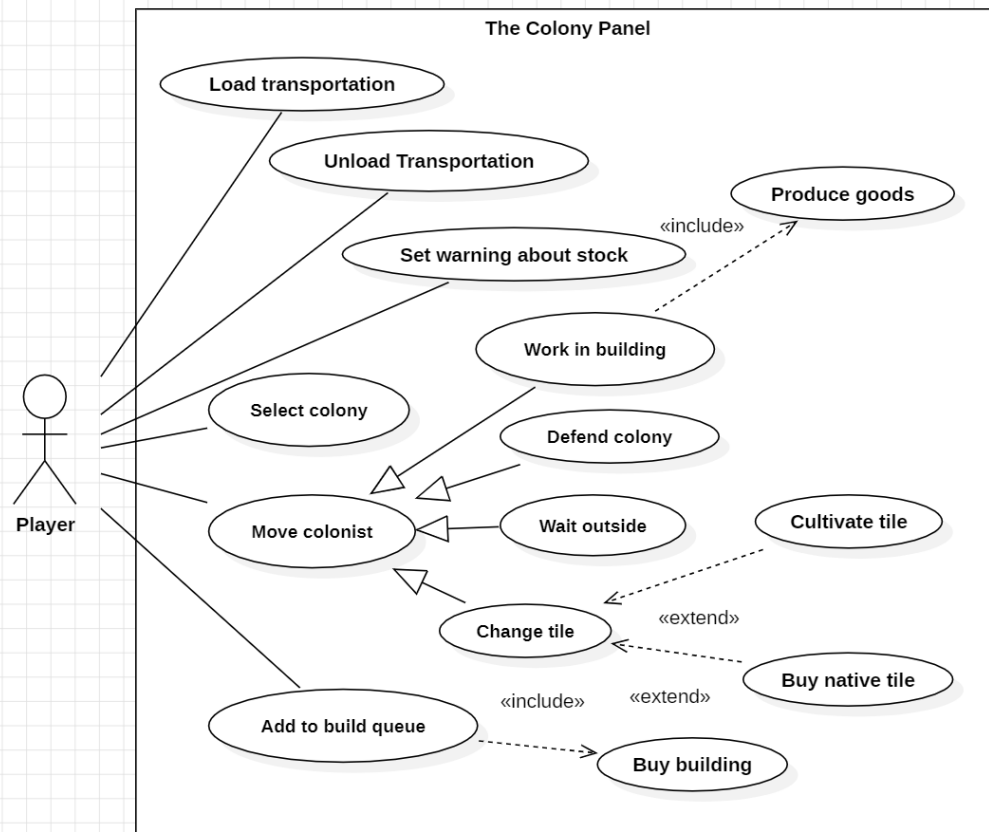
Now I'll proceed to give a short explanation for each Use Case present on it:

Use Case: **Load Transportation**

ID:1

Description: The player can load the active ship or wagon train.

Main actor: Player

Secondary actor:None

Use Case: **Unload Transportation**

ID:2

Description: The player can unload the active ship or wagon train.

Main actor: Player

Secondary actor:None

Use Case: **Set warning about stock**

ID:3

Description: The player can set the warning levels for all types of goods, if the number of goods drops below the lower level or rises above the higher level.

Main actor: Player

Secondary actor:None

Use Case: **Select colony**

ID:4

Description: The player can select a different colony.

Main actor: Player

Secondary actor:None

Use Case: **Move colonist**

ID:5

Description: The player can drag the colonist through the panel: make him work in a building, defend the colony against attacks, move him from a tile to another one in the small map at the top left corner of the panel, or even move him outside, in other words, move him to the main map of the game.

Main actor: Player

Secondary actor:None

Use Case: **Add to build queue**

ID:6

Description: The player can add a building to the building queue

Main actor: Player

Secondary actor:None