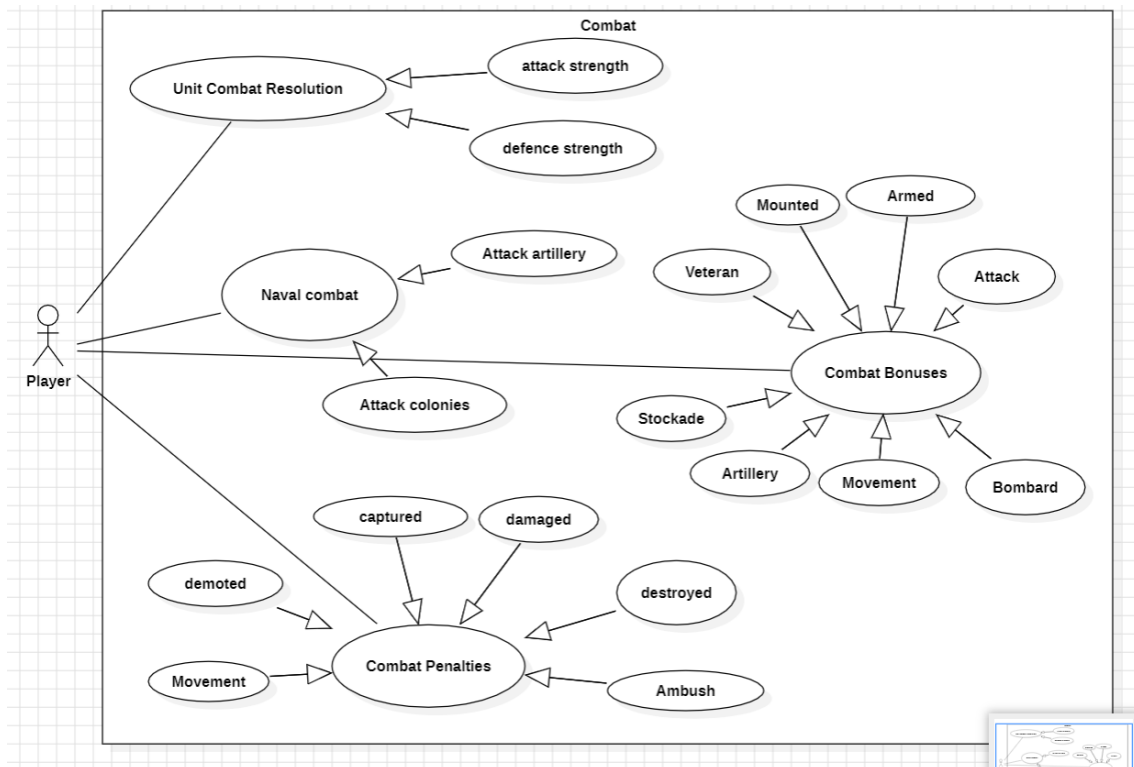


Software Engineering Project

Use Case Diagram

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For our use case diagrams, we divided the FreeCol game into six sub-diagrams. I will be responsible for the relationship between a player and a combat and its interactions.



Use case: **Unit Combat Resolution**

ID: 2

Description: The player can have defensive and offensive strategies.

Main actor: Player

Secondary actors: None

Use case: **Combat Bonuses**

ID: 2

Description: When entering combat, the player can receive bonuses such as being mounted, having more armaments, an increase in defense against native units, increasing the stock of their defenses, and so on.

Main actor: Player

Secondary actors: None

Use case: **Combat Penalties**

ID: 3

Description: After losing a combat, the player will face penalties such as reduced movement, demotion, capture, damage, destruction, or decreased defense.

Main actor: Player

Secondary actors: None

Use case: **Naval Combat**

ID: 4

Description: When engaging in naval combat, the player can attack either another artillery unit or a colony.

Main actor: Player

Secondary actors: None