

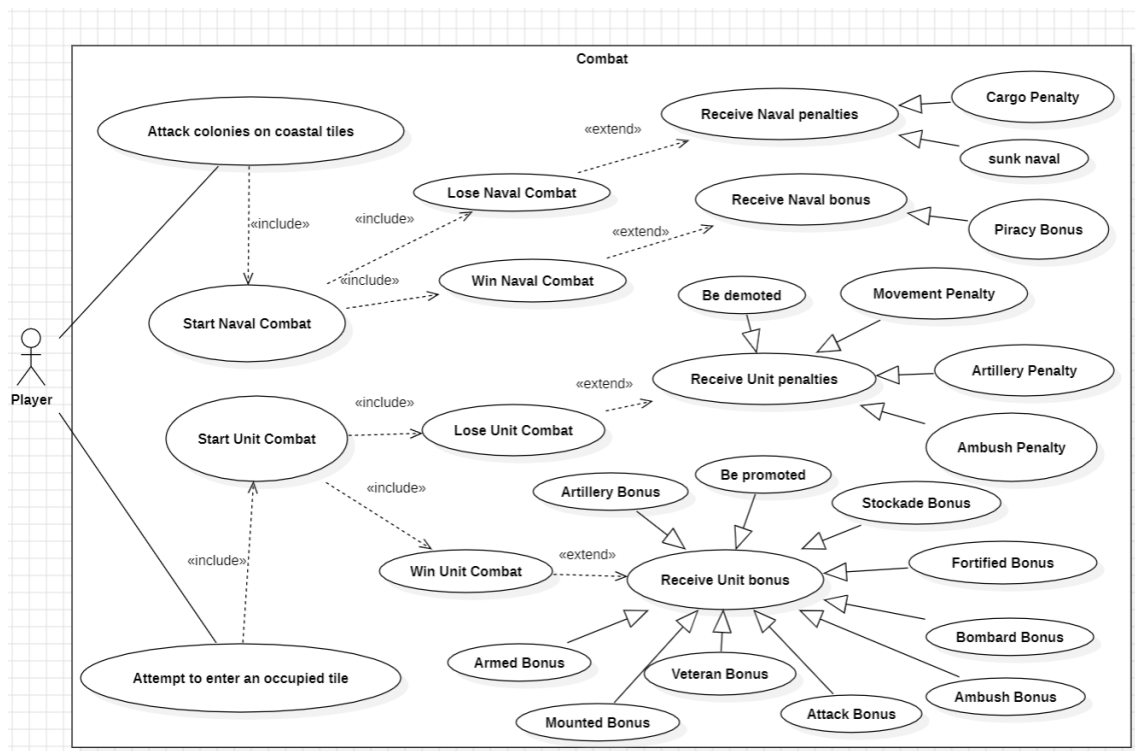
Software Engineering Project

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.



Now I'll proceed to give a short explanation for each Use Case present on it:

The actor in this use case diagram is the player, who can be either human or AI, and plays the game.

Use case: Attempt to enter an occupied tile

ID: 1

Description: If the player attempts to enter an occupied tile, they will start a unit combat. The winner receives Unit benefits such as Armed bonus, attack bonus, or bombard bonus, while the loser receives Unit penalties such as Ambush penalty, Artillery penalty, or movement penalty.

Main actor: Player

Secondary actors: None

Use case: Attack colonies on coastal tiles

ID: 2

Description: If the player attack colonies on coastal tiles, they will start a unit combat. The winner receives Naval benefits such as Piracy Bonus, while the loser receives Naval penalties such as Cargo Penalty or Sunk Naval.

Main actor: Player

Secondary actors: None