Use Case Scenario: Player Ends Game

Scenario 1:

Player starts their turn and finishes their fifth building. System recognizes that the player is the first to build five buildings and rewards the player the victory. The system logs the player’s victory into their account. Administrator ends the game and system after the victory.

Scenario 2:

Player1 starts their turn and finishes their fifth building. Player2 also starts their turn and finishes their fifth building. The system recognizes that there are two or more players that finished their fifth building on the same turn. The system grants the victory to the player who has more victory points, and if there is a tie, the system grants the victory to the player with more resources. The system logs the player’s victory into their account. Administrator ends the game and system after the victory.

Use Case Scenario: Player Builds Structure

Scenario 1 Success:

* Player is taking their turn and wants to build a structure.
* Player decides which type of structure to build, either building A, B, C, etc.
* Player decides to build building A.
* System checks player inventory for sufficient funds in resources needed to build structure.
* System takes resources needed from player.
* System creates new structure on the board.
* System awards player with points based on the value of the structure built.
* Player ends turn.

Scenario 2 Failure:

* Player is in the midst of their turn.
* Player decides to try to build a structure.
* Player decides to build Structure C.
* System checks player inventory if the player has sufficient resources to build structure.
* System detects an error since the player does not have enough resources for structure that player wants to build.
* Player decides to either gather more resources, try to build a different structure, or end turn.

Scenario 3 Cost Return:

* Player is taking their turn and wants to build a structure.
* Player decides which type of structure to build, either building A, B, C, etc.
* Player decides to build building A.
* System checks player inventory for sufficient funds in resources needed to build structure.
* System takes resources needed from player.
* System creates new structure on the board.
* System awards player with points based on structure value.
* Player ends up regretting choice and decides does not want that previous structure to have been built.
* Player instead of ending turn uses another action to destroy building.
* System recognizes player choice and removes previous structure from board.
* System takes away points given to player from that structure.
* Player has resources returned from structure.
* Player decides to end turn, or try to make another structure.

Architecturally Significant Use Case( Player Gathers Resource):

Scenario 1:

Player1 starts their turn. Player1 goes to gather resourceA. The system gives the player an amount of resources. The system then updates the total amount of resources that Player1 has. The System shows these totals and then passes the turn to Player2.

Scenario 2:

Player1 starts their turn. Player1 goes to gather resourceA. However, Player1 meant to gather resourceB. The system reverts Player1’s choice and allows them to take another action. Player1 then gathers resourceB instead. The system updates the total amount Player1 has, shows the totals to the player, and then passes the turn to Player2.