Use Cases — Cameron Simon

1 Diplomacy

1.1 Influencing Neutrals

Actor: User, Computer
Goals: Influence neutrals
Preconditions: User places his/her Army units, Monsters, or Vortices inside territories owned by a Neutral.
Summary: Decide who neutrals in question are going to make alliances with.
Steps:

1. Computer checks position of Neutral's Diplomacy marker on Diplomacy Track.

2. If marker is closest to a lettered hex, Computer places Neutral on side it was leaning toward.

3. If marker equidistant from two or more opposing, non-invading players, computer displays die roll and players roll (highest wins control). Computer places neutral in winning players hex.

4. If marker equidistant from invading player's hex and one or more other player's hex, it will immediately ally with some non-invading players as in step 3. Computer places neutral in winning players hex.

5. If marker closest to invading Player's hex it is immediately placed in Neutral central hex by computer.

Produces: Diplomacy map with new neutral locations is displayed.

1.2   Human Sacrifice

Actor: User, Computer
Goals: Influence neutrals
Preconditions: Player moves a unit or Character adjacent to a unit or character controlled by the Neutral to whom he wishes to sacrifice.
Summary: Neutral's Diplomacy marker is moved one hex by the sacrificing Player.
Steps:

1. Player chooses option of human sacrifice.
2. During the Alliance Determination Phase, the unit or Character is removed from play by the computer.
3. Computer moves Neutral's diplomacy marker one hex.
4. Player may sacrifice as many units/characters as they wish but computer will NOT move diplomacy marker any more for that game turn.

Produces: Diplomacy map with new diplomacy locations.

1.3   Spawn Emissaries

Actor: User, Computer
Goals: Creation of emissarries.
Preconditions: Character must have diplomatic rating greater than zero.
Summary: Up to two emissaries created for character that exist only for one purpose.
Steps:

1. Computer recognizes game is in Friendly Movement Phase.
2. Computer prompts user to see if they want to create emissaries.
3. User responds yes or no.
4. User selects how many they want to create (1 or 2).

Produces: Specified number of emissaries on game board. (Do we need rules for emissary movement and deletion in this use case?)

1.4 Diplomacy

Actor: User, Computer
Goals: Establish new diplomacy lines on table
Preconditions: Game must be in Diplomacy Inter-Phase state and a player must have a Character of Emissary in the Capital hex of a Neutral Power.
Summary: Establish new diplomacy lines based on game specifications.
Steps:

1. Computer cross references the race of the player's character or emissary and the race of the neutral power on the table to yield a single number (negative or positive).

2. Player rolls two dice and has that number added to the number found in step 1.

3. Computer references the Diplomacy Results table with number found above (result will be positive, negative, or an 'x').

4. Based on output from step 3 and the rule specification for those outputs, the computer places the pieces in their new locations on the diplomacy track.

Produces: Display updated map with new marker location on diplomacy map.

1.5 Alliance Selection

Actor: User
Goals: Influence neutrals
Preconditions:
Summary:
Steps:

1.
2.
3.
4.

Produces: