

Use Case

Group F:

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October 20 2019

USE CASE # 1	Player: Define Player	
Goal in Context	Determines amount of players as well as players choosing their character	
Scope & Level		
Preconditions	New game	
Success End Condition	The game is ready to start.	
Failed End Condition	The game does not start and closes	
Primary Actors	players	
Secondary Actors		
Trigger	The application started	
DESCRIPTION	Step	Action
	1	User inputs how many players will be playing in this game. Min of 2 max of 6
	2	Each player has the choice to pick which character they want to use
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
		N/A
SUB-VARIATIONS	Step	Branching Action
		N/A
RELATED INFORMATION		
Priority:	High priority	
Performance	5 seconds	
Frequency	Once per start of a game	
Channels to actors		
OPEN ISSUES		
Due Date	November 1, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Taylor Bui	
Create date	October 17, 2019	

USE CASE # 2	Player: Player Death	
Goal in Context	Defines what happens when a user reaches 0 HP or leaves the game	
Scope & Level	HP of the character	
Preconditions	Player reaches 0 hp or presses the leave option	
Success End Condition	Player turn is skipped until new game starts	
Failed End Condition	The game resumes without change	
Primary Actors		
Secondary Actors		
Trigger	Player HP reaches 0 or negative	
DESCRIPTION	Step	Action
	1	Checks if user HP has hit 0 or less
	2	The player’s term is skipped for the remainder of the game
	3	The player’s character game piece is removed
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1	User presses “Leave Game” button during their turn.
SUB-VARIATIONS	Step	Branching Action
		N/A
RELATED INFORMATION		
Priority:	low	
Performance	< 1 second	
Frequency	Amount of players in the game minus one. 1-5 potential times	
Channels to actors		
OPEN ISSUES		
Due Date	December 5, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Taylor Bui	
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USE CASE # 3	Dice: Roll	
Goal in Context	Player rolls dice at most 3 times, keeps dice between rolls, and rerolls remaining dice	
Scope & Level	function, primary task	
Preconditions	It is the player's turn	
Success End Condition	6 dice are kept or 3 rolls are made	
Failed End Condition	Dice are not rolled and player forfeits turn	
Primary Actors	One player	
Secondary Actors	The player's cards	
Trigger	It's the player's turn	
DESCRIPTION	Step	Action
	1	Roll 6 dice
	2	Choose which dice to keep
	3	Roll remaining dice
	4	Choose which dice to keep
	5	Roll remaining dice
	6	Keep the remaining dice
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	Player has card that adds green dice: Roll 1 or 2 additional green dice
	2a	Player is happy with all dice: end dice roll
	4a	Player is happy with all dice: end dice roll
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Dice: Roll	
Priority:	high	
Performance	about 1 minute max for each dice roll depending on the player	
Frequency	6 times each round for as many rounds the game lasts	
Channels to actors	interactive	
OPEN ISSUES	roll dice for player or skip their turn entirely	
Due Date	Dec 05, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
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USE CASE # 4	Dice: Resolve	
Goal in Context	resolve amount of victory points, energy, and hearts given by dice combination	
Scope & Level	summary, primary task	
Preconditions	player has finished rolling dice	
Success End Condition	victory points, energy, and hearts properly credited to player	
Failed End Condition	dice are not resolved	
Primary Actors	one player	
Secondary Actors	n/a	
Trigger	player finishes rolling dice	
DESCRIPTION	Step	Action
	1	Three of a kind of VP faces will give as many VP as the number on the face
	2	Additional die rolled with the same face will give you 1 additional VP
	3	Gain 1 energy for each energy face rolled
	4	Deal damage
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	extra effect : player has keep card
	4a	Player inside tokyo : damage player outside Tokyo Areas with smash points
	4b	Player outside tokyo : damage players inside Tokyo Areas with smash points
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Dice: Resolve	
Priority:	high	
Performance	1 second for the resolve and a couple seconds for the VP, energy, damage update	
Frequency	as many times as the dice roll completes	
Channels to actors		
OPEN ISSUES		
Due Date	Dec 4, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	

USE CASE # 5	Game: Start Game	
Goal in Context	Starts the game	
Scope & Level	system, primary task	
Preconditions	DefinePlayer has already ran	
Success End Condition	The game starts	
Failed End Condition	Nothing happens	
Primary Actors	DefinePlayer	
Secondary Actors		
Trigger	Player selects “Start Game” option	
DESCRIPTION	Step	Action
	1	The board is initialized
	2	The game starts
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1	N/A
	SUB-VARIATIONS	Step
		N/A
RELATED INFORMATION		
Priority:	low	
Performance	1 second	
Frequency	Unlimited times as user chooses	
Channels to actors		
OPEN ISSUES		
Due Date	December 5, 2019	
...any other management information...		
Superordinates		
Subordinates	Define Player	
AUTHOR	Taylor Bui	
Create date	October 17, 2019	

USE CASE # 6	Game: Enter Tokyo	
Goal in Context	The player enters Tokyo	
Scope & Level	The state of the board	
Preconditions	Tokyo is currently empty. The player is currently not in Tokyo	
Success End Condition	The player is moved into Tokyo	
Failed End Condition	The player does not move into Tokyo	
Primary Actors		
Secondary Actors		
Trigger	It is currently the player's turn and Tokyo is empty	
DESCRIPTION	<i>Step</i>	<i>Action</i>
	<i>1</i>	The player is moved into Tokyo
	<i>2</i>	Player receives 1 VP
	<i>3</i>	
	<i>4</i>	
	<i>5</i>	
	<i>6</i>	
	<i>7</i>	
	<i>8</i>	
	<i>9</i>	
	<i>10</i>	
	<i>11</i>	
	<i>12</i>	
EXTENSIONS	<i>Step</i>	<i>Branching Action</i>
	<i>1a</i>	N/A
SUB-VARIATIONS	<i>Step</i>	<i>Branching Action</i>
	<i>1</i>	N/A
RELATED INFORMATION		
Priority:	High	
Performance	< 1 second	
Frequency	Potentially ever turn	
Channels to actors		
OPEN ISSUES		
Due Date	November 5, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Taylor Bui	
Create date	October 17, 2019	

USE CASE # 7	Game: Yield Tokyo	
Goal in Context	The player leaves Tokyo	
Scope & Level		
Preconditions	The player is in Tokyo. Smash is used right before	
Success End Condition	The player is removed from the board	
Failed End Condition	The player stays in Tokyo	
Primary Actors		
Secondary Actors		
Trigger	Another player uses Smash	
DESCRIPTION	Step	Action
	1	The player is removed from Tokyo
	2	The player who used smash previously enters Tokyo
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	The player chooses not to yield Tokyo
	1b	Player stays in Tokyo
SUB-VARIATIONS	Step	Branching Action
	1	N/A
RELATED INFORMATION		
Priority:	High	
Performance	< 1 second	
Frequency	Potentially every 20 seconds	
Channels to actors		
OPEN ISSUES		
Due Date	November 5, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Taylor Bui	
Create date	June 15, 2001	

USE CASE # 8	Game: Evacuate Tokyo Bay	
Goal in Context	All players move outside of Tokyo Bay	
Scope & Level	When there are 4 or fewer players everyone in Tokyo Bay is moved outside	
Preconditions	Game is in progress and a player dies or leaves	
Success End Condition	Tokyo Bay is empty	
Failed End Condition	The board remains unchanged	
Primary Actors		
Secondary Actors		
Trigger	A player dies or leaves the game	
DESCRIPTION	Step	Action
	1	A player leaves or Player Death
	2	System checks if there are 4 or less players
	3	If step 2 works, move current player inside of Tokyo Bay to outside
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	:
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION		
Priority:	Medium	
Performance	1 second	
Frequency	1 time during a game	
Channels to actors		
OPEN ISSUES		
Due Date	November 10, 2019	
...any other management information...		
Superordinates		
Subordinates	Player Location, Player Death	
AUTHOR	Taylor Bui	
Create date	October 17, 2019	

USE CASE # 9	Game: Tokyo Buff	
Goal in Context	User receives benefit for being in Tokyo or Tokyo Bay	
Scope & Level	Player Location	
Preconditions	Player is either in Tokyo or Tokyo Bay	
Success End Condition	Player receives effect of Tokyo Buff	
Failed End Condition	Player does not receive effect of Tokyo Buff	
Primary Actors		
Secondary Actors		
Trigger	Player turn starts or Smash is activated	
DESCRIPTION	Step	Action
	1	Player is currently inside Tokyo or Tokyo Bay and it is their turn
	2	Player receives 2 VP
	3	When rolling Smash, applies Smash amount damage to players outside
	4	If player rolls Smash outside of tokyo, apply damage to players with this buff
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	:
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION		
Priority:	High	
Performance	1 second	
Frequency	Every turn	
Channels to actors		
OPEN ISSUES		
Due Date	November 5, 2019	
...any other management information...		
Superordinates		
Subordinates	Dice Roll, Player Location	
AUTHOR	Taylor Bui	
Create date	October 18, 2019	

USE CASE # 10	Player: Player Location	
Goal in Context	Returns the location of the player	
Scope & Level	Amount of Players	
Preconditions	The game has already started	
Success End Condition	Returns the location of the player	
Failed End Condition	No location is returned	
Primary Actors		
Secondary Actors		
Trigger	Every action or turn	
DESCRIPTION	Step	Action
	1	Player location is returned when function is called
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	:
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION		
Priority:	High	
Performance	< 1 second	
Frequency	Once or twice during each turn	
Channels to actors		
OPEN ISSUES		
Due Date	November 1, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Taylor Bui	
Create date	October 17, 2019	

USE CASE # 11	Resource: Gain Hearts	
Goal in Context	player will gain hearts if possible	
Scope & Level	subfunction	
Preconditions	player has heal points or card that allows for healing	
Success End Condition	hearts properly distributed	
Failed End Condition	hearts not credited properly	
Primary Actors	one player	
Secondary Actors		
Trigger	dice roll resolved	
DESCRIPTION	Step	Action
	1	Gain as many hearts as hearts rolled
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	card : gain health points according to card ability
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION	Gain hearts	
Priority:	medium	
Performance	less than a second for crediting dice, a couple seconds for visually updating	
Frequency	every time a heal dice is in the finalized pool or a card ability gives health	
Channels to actors		
OPEN ISSUES		
Due Date	December 2, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
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USE CASE # 12		Resource: Gain Energy	
Goal in Context		Player receives energy	
Scope & Level		Dice, Player Turn	
Preconditions		Player rolls the dice. It is also the player's turn	
Success End Condition		Player gains Energy	
Failed End Condition		Player does not receive Energy	
Primary Actors			
Secondary Actors			
Trigger		Dice is rolled or a card is used which gives Energy	
DESCRIPTION	Step	Action	
	1	User gains 1 energy.	
	2		
	3		
	4		
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	Step	Branching Action	
	1a	User gains more than 1 energy depending on dice roll	
SUB-VARIATIONS	Step	Branching Action	
	1		
RELATED INFORMATION			
Priority:		High	
Performance		< 1 second	
Frequency		One or zero times during a player's turn	
Channels to actors			
OPEN ISSUES			
Due Date		November 1, 2019	
...any other management information...			
Superordinates			
Subordinates		Dice	
AUTHOR		Taylor Bui	
Create date		October 17, 2019	

USE CASE # 13	Resource: Deal Damage (Smash)	
Goal in Context	allow players to deal damage to other players causing them to lose hearts	
Scope & Level	function, primary task	
Preconditions	player has smash face die or cards that allow them to smash	
Success End Condition	player performs smash	
Failed End Condition	no smash is performed	
Primary Actors	one player	
Secondary Actors	n/a	
Trigger	dice roll is resolved	
DESCRIPTION	Step	Action
	1	Count smash points
	2	Deal smash to other players
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	Card : modify or add smash points
	2a	Player inside Tokyo: deal damage to players outside of Tokyo areas
	2b	Player outside Tokyo: deal damage to players inside of Tokyo areas
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION		
Priority:	medium	
Performance	about 1 second, and a couple seconds to visually deal damage to each player	
Frequency	every time a smash is rolled/card enabled and allowed	
Channels to actors		
OPEN ISSUES		
Due Date	December 06, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	

USE CASE # 14	Resource: Lose Energy	
Goal in Context	The player uses Energy	
Scope & Level	Current energy level	
Preconditions	Player uses Mimic Card or buys Power Card. Player's turn	
Success End Condition	Player loses Energy	
Failed End Condition	Player keeps current Energy	
Primary Actors		
Secondary Actors		
Trigger	Player buys a power card or uses Mimic Card during player's turn	
DESCRIPTION	Step	Action
	1	Player's energy is reduced
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	Energy consumption depends on Power Card's cost
	1b	The player receives the Power Card
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION		
Priority:	Medium	
Performance	< 1 second	
Frequency	Potentially 2 times a turn	
Channels to actors		
OPEN ISSUES		
Due Date	November 5, 2019	
...any other management information...		
Superordinates		
Subordinates	Mimic Card, Purchase Power Card	
AUTHOR	Taylor Bui	
Create date	Ovtober 17, 2019	

USE CASE # 15	Resource: Lose hearts	
Goal in Context	player loses hearts	
Scope & Level	function, primary task	
Preconditions	player gets smashed by another player or is affected by a card	
Success End Condition	hearts are lost	
Failed End Condition	improper amount of hearts are lost	
Primary Actors	all players that are affected	
Secondary Actors		
Trigger	a damage related card or a smash action is actuated	
DESCRIPTION	Step	Action
	1	Lose hearts
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	Armor plating card: lose no hearts if smash is less than 1
	1b	Camouflage card: roll die for each damage point, on [Heart] you do not take that damage point
	1c	Jets card: suffer no damage when yielding Tokyo
	1d	Wings card: negate all damage by spending 2 energy
	1e	Reflective Hide card: reflect damage to sender
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION	Lose hearts	
Priority:	medium	
Performance	under a second, but players may take some time to use discard cards	
Frequency	every time a card or smash tries to make players lose hearts	
Channels to actors		
OPEN ISSUES		
Due Date	December 03, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	

USE CASE # 16	Resource: Gain Victory Point	
Goal in Context	Player receives Victory Point	
Scope & Level	Tokyo Buff, Enter Tokyo, Dice	
Preconditions	Player turn starts. Either Enter Tokyo, Has Tokyo buff, Or rolls Dice	
Success End Condition	Player receives VP	
Failed End Condition	Player does not receive VP	
Primary Actors		
Secondary Actors		
Trigger	Player enters tokyo, Has tokyo buff, or rolls 3 of a kind	
DESCRIPTION	Step	Action
	1	Player receives Energy depending on trigger
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	If Player is entering Tokyo, gain 1 VP
	1b	If player has Tokyo buff, gain 2 VP
	1c	If player rolls 3 of a kind. Player receives VP equivalent to dice Number
	2c	If there is 4 or 5 or 6 of a kind. Gain VP equivalent to (Amount - 3)
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION		
Priority:	High	
Performance	< 1 second	
Frequency	Every turn	
Channels to actors		
OPEN ISSUES		
Due Date	November 1, 2019	
...any other management information...		
Superordinates		
Subordinates	Dice, Enter Tokyo, Tokyo Buff	
AUTHOR	Taylor Bui	
Create date	October 17, 2019	

USE CASE # 17	Resource: Lose Victory Point	
Goal in Context	player loses victory points	
Scope & Level	subfunction	
Preconditions	player is affected by an event or chooses to discard a VP related card	
Success End Condition		
Failed End Condition		
Primary Actors	specified amount of players	
Secondary Actors		
Trigger	a VP related card is activated by an event or applied through discarding	
DESCRIPTION	Step	
	1	Victory point related card is in play
	2	Victory point related card is applied
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	
	1a	Evacuation Orders card: all other players lose 5 VP
	1b	It Has a Child card: discard all cards, lose all VP, heal to 10 heart, restart turn
	1c	Monster Sidekick card: if killed, heal to 10 heart, lose all star.
SUB-VARIATIONS	Step	
	1	
RELATED INFORMATION		
Priority:	medium	
Performance	under a second, but players may take some time to use some discard cards	
Frequency	anytime a victory point related card is applied	
Channels to actors		
OPEN ISSUES		
Due Date	November 28th, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	

USE CASE # 18	Game: Win Game	
Goal in Context	The game ends	
Scope & Level	Player Death, VP	
Preconditions	1 player remaining or a player reaches 20 VP	
Success End Condition	The game ends	
Failed End Condition	The game does not end	
Primary Actors		
Secondary Actors		
Trigger	Player death or 20 VP reached	
DESCRIPTION	<i>Step</i>	
	<i>1</i>	The game concludes
	<i>2</i>	
	<i>3</i>	
	<i>4</i>	
	<i>5</i>	
	<i>6</i>	
	<i>7</i>	
	<i>8</i>	
	<i>9</i>	
	<i>10</i>	
	<i>11</i>	
	<i>12</i>	
EXTENSIONS	<i>Step</i>	
	<i>1a</i>	
SUB-VARIATIONS	<i>Step</i>	
	<i>1</i>	
RELATED INFORMATION		
Priority:	Medium	
Performance	< 1 second	
Frequency	Once per game	
Channels to actors		
OPEN ISSUES		
Due Date	November 10, 2019	
...any other management information...		
Superordinates		
Subordinates	Gain Victory Point, Player Death	
AUTHOR	Taylor Bui	
Create date	October 17, 2019	

USE CASE # 19	Resource: Apply Poison	
Goal in Context	a player applies poison using the Poison Spit card	
Scope & Level	subfunction	
Preconditions	player must deal damage to other player(s) to apply poison	
Success End Condition	poison affects player(s)	
Failed End Condition	poison is not applied	
Primary Actors	player with Poison Spit card	
Secondary Actors		
Trigger	a player with the Poison Spit card damages another player	
DESCRIPTION	<i>Step</i>	
	<i>1</i>	Deal damage to other players and give them a poison counter
	<i>2</i>	
	<i>3</i>	
	<i>4</i>	
	<i>5</i>	
	<i>6</i>	
	<i>7</i>	
	<i>8</i>	
	<i>9</i>	
	<i>10</i>	
	<i>11</i>	
	<i>12</i>	
EXTENSIONS	<i>Step</i>	
	<i>1a</i>	
SUB-VARIATIONS	<i>Step</i>	
	<i>1</i>	
RELATED INFORMATION	Game: Apply Poison	
Priority:	low	
Performance	about second with the inclusion of a visual indicator for poison application	
Frequency	every time a player successfully deals damage	
Channels to actors		
OPEN ISSUES		
Due Date	December 6, 2019	
...any other management information...	a poison counter damages a player for 1 heart at the end of every turn	
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	

USE CASE # 20	Resource: Remove Poison	
Goal in Context	remove poison from player	
Scope & Level	subfunction	
Preconditions	player must be poisoned	
Success End Condition	player removes poison	
Failed End Condition	player poison counter is unaffected	
Primary Actors	poisoned player	
Secondary Actors		
Trigger		
DESCRIPTION	Step	
	1	Use hearts from resolved dice to remove poison counters
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	
	1a	
SUB-VARIATIONS	Step	
	1	
RELATED INFORMATION		
Priority:	low	
Performance	fairly quick since this is automatically performed after dice are resolved	
Frequency	every time a player is poisoned and has hearts to remove the poison counters	
Channels to actors		
OPEN ISSUES		
Due Date	December 6, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
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USE CASE # 21	Card: Discard Card(s)	
Goal in Context	Discard card	
Scope & Level	Use Card, Deck	
Preconditions	A player uses a card	
Success End Condition	The card is removed from the player's hand and is put at the bottom of hte deck	
Failed End Condition	The card stays in the player hand	
Primary Actors		
Secondary Actors		
Trigger	Player uses a card during their turn	
DESCRIPTION	Step	
	1	The card is removed from the player's hand
	2	The card is now paced at the bottom of the deck
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	
	1a	
SUB-VARIATIONS	Step	
	1	
RELATED INFORMATION		
Priority:	Medium	
Performance	< 1 second	
Frequency	0-1 times a turn	
Channels to actors		
OPEN ISSUES		
Due Date	November 10, 2019	
...any other management information...		
Superordinates		
Subordinates	Use Card, Deck	
AUTHOR	cmh	
Create date	October 18, 2019	

USE CASE # 22	Card: Resolve Card(s)	
Goal in Context	The card's effect is activated	
Scope & Level	Discard card, Hand	
Preconditions	Player's turn. Card used	
Success End Condition	The effect is activated.	
Failed End Condition	Nothing happens	
Primary Actors		
Secondary Actors		
Trigger	Player Uses card	
<i>DESCRIPTION</i>	<i>Step</i>	
	<i>1</i>	Player chooses card to resolve
	<i>2</i>	The effect of the card is activated
	<i>3</i>	Use case #21, Discard card takes effect
	<i>4</i>	
	<i>5</i>	
	<i>6</i>	
	<i>7</i>	
	<i>8</i>	
	<i>9</i>	
	<i>10</i>	
	<i>11</i>	
	<i>12</i>	
<i>EXTENSIONS</i>	<i>Step</i>	
	<i>1a</i>	
<i>SUB-VARIATIONS</i>	<i>Step</i>	
	<i>1</i>	
<i>RELATED INFORMATION</i>		
Priority:	medium	
Performance	< 1 second	
Frequency	Once per turn or zero	
Channels to actors		
<i>OPEN ISSUES</i>		
Due Date	November 10, 2019	
...any other management information...		
Superordinates		
Subordinates	Use Card, Discard Card, Hand	
<i>AUTHOR</i>	Taylor Bui	
Create date	October 18, 2019	

USE CASE # 23	Card: Shuffle Cards	
Goal in Context	shuffle the deck of cards at the beginning of the game	
Scope & Level	system, subfunction	
Preconditions	game has just been created	
Success End Condition	deck will be shuffled	
Failed End Condition	deck is unshuffled	
Primary Actors	player	
Secondary Actors		
Trigger	the game started and the deck needs to be shuffled	
DESCRIPTION	Step	
	1	The cards in the deck will be randomly shuffled
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	
	1a	
SUB-VARIATIONS	Step	
	1	
RELATED INFORMATION		
Priority:	low	
Performance	under a second	
Frequency	most players will only want to shuffle the deck a couple times	
Channels to actors		
OPEN ISSUES		
Due Date	December 07, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	

USE CASE # 24	Card: Deal Card	
Goal in Context	three cards will be given to each player at the beginning of the game	
Scope & Level	system, subfunction	
Preconditions	game has been created and deck has been shuffled	
Success End Condition	all players in the game get three cards	
Failed End Condition	incorrect amount of cards distributed	
Primary Actors	all players in the game	
Secondary Actors		
Trigger	the deck has been shuffled	
DESCRIPTION	Step	
	1	give each player three cards from the top of the deck
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	
	1a	
SUB-VARIATIONS	Step	
	1	
RELATED INFORMATION		
Priority:	low	
Performance	nearly instant	
Frequency	one time at the beginning of the game	
Channels to actors		
OPEN ISSUES		
Due Date	December 06, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	

USE CASE # 25	Card: Buy Card(s)	
Goal in Context	a player will be able to buy a card with energy points	
Scope & Level	primary task, function	
Preconditions	a player has enough energy to buy a card, it is his or her turn, and the dice have been resolved	
Success End Condition	a player gets the desired card(s)	
Failed End Condition	the player is unable to get the cards they desire	
Primary Actors	a player	
Secondary Actors		
Trigger	a player chooses to buy a card after the dice have been resolved	
DESCRIPTION	Step	
	1	Player chooses to buy a card
	2	Player will obtain card if they have enough energy
	3	Player obtains card
	4	Replace purchased card with a card from the top of the deck
	5	Repeat steps 1 to 3 until player runs out of energy
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	
	2a	Alien Metabolism card: buying cards cost 1 less energy
	3a	Dedicated News Team card: gain 1 VP when a card is bought
	3b	Even Bigger card: gain 2 heart when you obtain this card. Max heart +2
	3c	Frenzy: upon purchase take another turn immediately after one
	5a	Player can not or does not want to buy anymore cards: end turn
SUB-VARIATIONS	Step	
RELATED INFORMATION		
Priority:	medium	
Performance	allocate the player about 10 seconds for each iteration of steps 1 to 5	
Frequency	everytime the dice are resolved by a player	
Channels to actors		
OPEN ISSUES		
Due Date	December 01, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	

USE CASE # 26	Card: Display Card	
Goal in Context	displays the card to the player	
Scope & Level	subfunction	
Preconditions	card is face up and the player wants to view a card	
Success End Condition	player is able to see card information	
Failed End Condition	player will not be able to view card information	
Primary Actors	a player	
Secondary Actors		
Trigger	a player tries to click a face up card	
DESCRIPTION	Step	
	1	player clicks a face up card
	2	the card image is enlarged so that the player can read the details more easily
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step	
	1a	
SUB-VARIATIONS	Step	
	1	
RELATED INFORMATION		
Priority:	low	
Performance	under a second to display the card image	
Frequency	anytime a player wants to view face up card	
Channels to actors		
OPEN ISSUES		
Due Date	December 2, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Peter Bui	
Create date	October 17, 2019	