**Use Case**

**Group F:**

**Peter Bui**

**Taylor Bui**

**October 20 2019**

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| 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 |
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| 12 |  |
| EXTENSIONS | Step | Branching Action |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |
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| 11 |  |
| 12 |  |
| EXTENSIONS | Step | Branching Action |
| 1 | User presses “Leave Game” button during their turn. |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |
| Create date | October 17, 2019 | |

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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 |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |
| Create date | Oct 17, 2019 | |

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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 |
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| 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 |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |
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| 11 |  |
| 12 |  |
| EXTENSIONS | Step | Branching Action |
| 1 | N/A |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 | Step | Action |
| 1 | The player is moved into Tokyo |
| 2 | Player receives 1 VP |
| 3 |  |
| 4 |  |
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| 12 |  |
| EXTENSIONS | Step | Branching Action |
| 1a | N/A |
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| SUB-VARIATIONS | Step | Branching Action |
| 1 | N/A |
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| 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 | |

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| 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 |  |
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| 12 |  |
| EXTENSIONS | Step | Branching Action |
| 1a | The player chooses not to yield Tokyo |
| 1b | Player stays in Tokyo |
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| SUB-VARIATIONS | Step | Branching Action |
| 1 | N/A |
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| 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 | |

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| 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 |
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| EXTENSIONS | Step | Branching Action |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |
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| EXTENSIONS | Step | Branching Action |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |
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| 11 |  |
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| EXTENSIONS | Step | Branching Action |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |  |
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| EXTENSIONS | Step | Branching Action |
| 1a | card : gain health points according to card ability |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |
| Create date | October 17, 2019 | |

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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. |
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| EXTENSIONS | Step | Branching Action |
| 1a | User gains more than 1 energy depending on dice roll |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |  |
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| 10 |  |
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| 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 |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |
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| EXTENSIONS | Step | Branching Action |
| 1a | Energy consumption depends on Power Card’s cost |
| 1b | The player receives the Power Card |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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 |  |
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| 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) |
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| SUB-VARIATIONS | Step | Branching Action |
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| 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 | |

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| 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. |
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| SUB-VARIATIONS | Step |  |
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| 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 | |

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| 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 | Step |  |
| 1 | The game concludes |
| 2 |  |
| 3 |  |
| 4 |  |
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| 7 |  |
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| 10 |  |
| 11 |  |
| 12 |  |
| EXTENSIONS | Step |  |
| 1a |  |
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| SUB-VARIATIONS | Step |  |
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| 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 | |

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| 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 | Step |  |
| 1 | Deal damage to other players and give them a poison counter |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |
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| 10 |  |
| 11 |  |
| 12 |  |
| EXTENSIONS | Step |  |
| 1a |  |
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| SUB-VARIATIONS | Step |  |
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| 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 | |

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| 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 |  |
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| 10 |  |
| 11 |  |
| 12 |  |
| EXTENSIONS | Step |  |
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| SUB-VARIATIONS | Step |  |
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| 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 | |
| Create date | October 17, 2019 | |

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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 |  |
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| 11 |  |
| 12 |  |
| EXTENSIONS | Step |  |
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| SUB-VARIATIONS | Step |  |
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| 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 | |

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| 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 | |
| DESCRIPTION | Step |  |
| 1 | Player chooses card to resolve |
| 2 | The effect of the card is activated |
| 3 | Use case #21, Discard card takes effect |
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| 11 |  |
| 12 |  |
| EXTENSIONS | Step |  |
| 1a |  |
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| SUB-VARIATIONS | Step |  |
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| RELATED INFORMATION |  | |
| Priority: | medium | |
| Performance | < 1 second | |
| Frequency | Once per turn or zero | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date | November 10, 2019 | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates | Use Card, Discard Card, Hand | |
| AUTHOR | Taylor Bui | |
| Create date | October 18, 2019 | |

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| 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 |  |
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| 11 |  |
| 12 |  |
| EXTENSIONS | Step |  |
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| SUB-VARIATIONS | Step |  |
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| 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 | |

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| 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 |  |
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| 11 |  |
| 12 |  |
| EXTENSIONS | Step |  |
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| SUB-VARIATIONS | Step |  |
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| 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 | |

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| 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 |
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| SUB-VARIATIONS | Step |  |
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| 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 | |

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| 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 |  |
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| 10 |  |
| 11 |  |
| 12 |  |
| EXTENSIONS | Step |  |
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| SUB-VARIATIONS | Step |  |
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| 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 | |