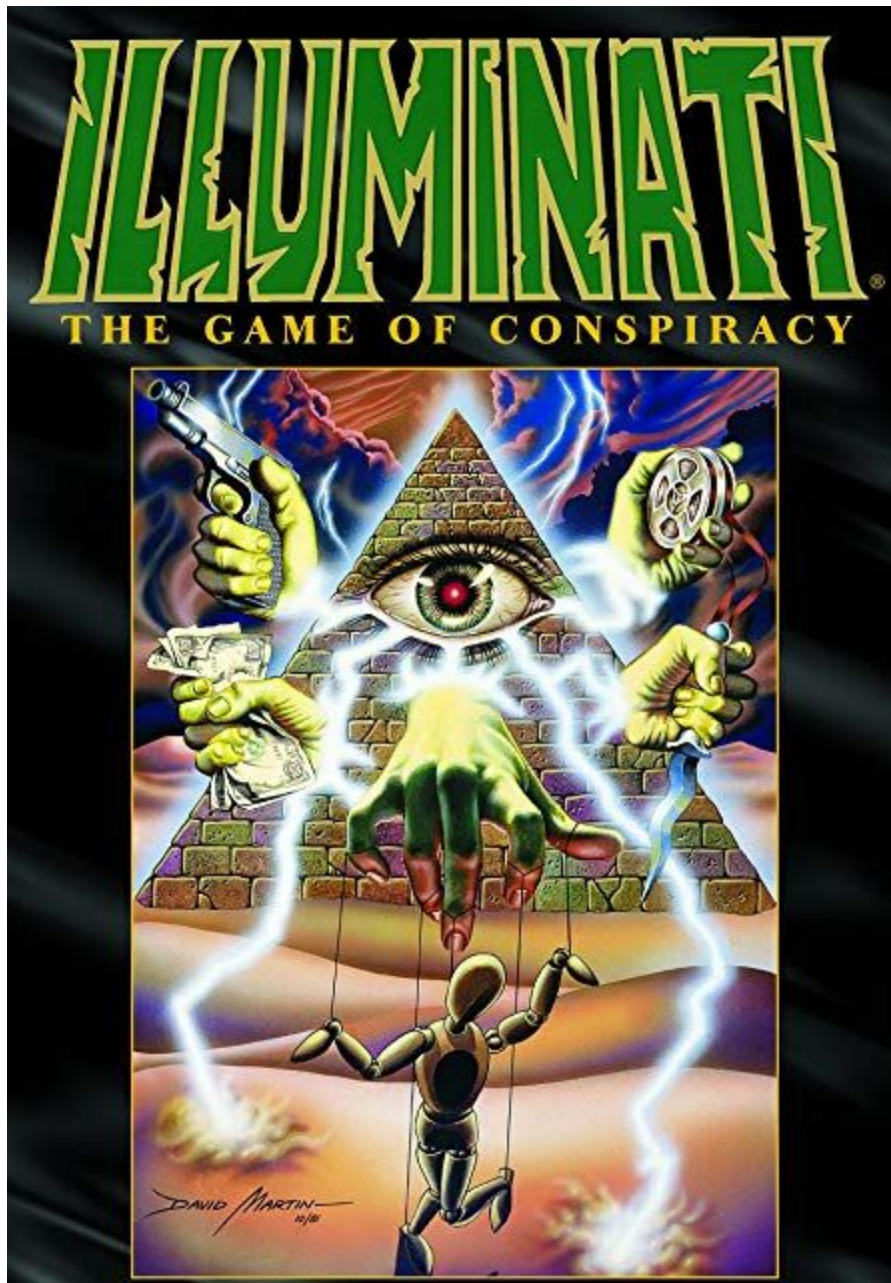


# Use Cases

Illuminati

Group J



**Figure 1.Begin Turn Use Case.**

**Name:** Begin Turn

**Identifier:** UC 01

**Description:**

Begin turn for next player

**Preconditions:**

Previous player has ended their turn or the System has just started.

**Postconditions:**

Player successfully begins their turn and can now collect income.

**Basic Course of Action:**

1. The use case begins when the turn for the previous player officially ends.
2. Ownership of System objects switches to the next player
3. UI updates to reflect the next player's status.
4. The camera shifts to the next player.
5. Player now allowed to collect income. *UC #11*
6. The use case ends.

## **Figure 2. Draw Card Use Case.**

**Name:** Draw Card

**Identifier:** UC 02

**Description:**

Player draws a card

**Preconditions:**

Player has started their turn and all back end adjustments have been made.

**Postconditions:**

Card is on board and all back end statistical adjustments have been made. Player can now take actions.

**Basic Course of Action:**

1. Player clicks on the top card of the deck.
2. Card drawing/graphical change is made and the card is visually removed from the deck and added to the center of board [Alternate Course A], [Alternate Course B].
3. Group card is removed from deck structure and added to uncontrolled board data structure.[Alternate Course C]
4. Use case ends.

***Alternate Course A: Not enough room on table***

1. Table center size is increased
2. Use case ends.

***Alternate Course B: No more cards to draw***

1. The player is notified that the deck is empty. *UC 17 Notify Player of Something Procedural*
2. Use case ends.

***Alternate Course C: Drawn card is a special card***

1. UI asks player whether to place card face up or down.
2. Card is then placed in front of the player on the table, either face up or down depending on player's choice.
3. Return.

### **Figure 3. Magnify Use Case.**

**Name:** Magnify

**Identifier:** UC 03

**Description:**

Player double clicks on the desired card and it magnifies so they can see the details more clearly.

**Preconditions:**

Player is on their turn.

**Postconditions:**

Card is magnified

**Basic Course of Action:**

1. player selects the desired card to magnify by double clicking it..
2. The card is rotated and re-positioned in such a way to fill up most of the center of the screen.
3. The player double clicks the card again and it is set back down where it was previously.
4. The use case ends when the card is de-magnified and back in its starting position.

#### **Figure 4. Win System Use Case.**

**Name:** Win System

**Identifier:** UC 04

**Description:**

Player has won the System

**Preconditions:**

Player completed basic/special goal.

**Postconditions:**

System is over.

**Basic Course of Action:**

1. Player has completed either basic goal or their unique illuminati card's special goal.
2. *Notification that this player has won the System.*
3. *Destroy all System objects.*
4. *Return to main menu.*

**Figure 5. Move Card Use Case.**

**Name:** Move Card

**Identifier:** UC 05

**Description:**

Player clicks on the desired card and drags it to a new location or puts it back down.

**Preconditions:**

Player clicks on his/her own card and moves the card while holding down the left mouse button.

**Postconditions:**

Card is placed down in new position

**Basic Course of Action:**

1. The player clicks on his/her own card and begins to drag with his/her mouse. [Alt Course A.]
2. The card is lifted off the table.[Alt Course B], [Alt Course C]
3. The card is moved to the new desired location.
4. The use case ends when the player sets the card back down by letting go of the left mouse button.

**Alternate Course A:** The card that is clicked on is not the players own card.

1. The System prevents the player from moving the card.
2. The use case ends.

**Alternate Course B:** There are multiple cards in the power structure.

1. The cards in the power structure are lifted off the table.
2. The player drags the mouse to the desired location.
3. The cards in the power structure move with the mouse.
4. The use case ends when the cards are set back down on the table by deselecting.

**Alternate Course C:** The player lets go of the left mouse button.

1. The card is placed back down on the table without having moved anywhere new.
2. The use case ends.



**Figure 6. Attack to Conquer Use Case.**

**Name:** Attack to Conquer

**Identifier:** UC 06

**Description:**

Attempt to attack to conquer another group.

**Preconditions**

Player has started their turn, drawn a card, and been dealt their income.

**Postconditions**

Attack to conquer is successful and the player takes control of the desired group.

**Basic Course of Action:**

1. Player right clicks on the desired attacker.
2. The UI menu opens up group interactions.
3. The player clicks on the option entitled "Attack to Conquer".
4. All cards that are eligible to be attacked are highlighted.
5. The player moves the mouse over the desired group to attack and left clicks.

6. The system performs various checks to ensure that valid requirements have been met to successfully attack to conquer.
7. A UI menu opens that displays two options, either “Attack to Conquer”, or “Cancel”. Both options are clickable. [Alt Course A].
8. The player chooses the “Attack to Conquer” option. [Alt. Course B].
9. The system performs the “Attack to Conquer” randomness algorithm to determine whether or not the attack is successful.
10. The system notifies the player that they have successfully taken control of the desired group. [Alt. Course C].
11. The card is moved to the player’s side of the board and is now connected to the group that attacked it and part of their power structure.

**Alternate Course A:** *The player has not met the specified criteria to be qualified to Attack to Conquer the desired group.*

1. The “Attack to Conquer” option is grayed out.
2. The player clicks cancel.
3. The UI menu disappears.
4. The use case ends.

**Alternate Course B:** *The player clicks the cancel button*

1. The player clicks the cancel button.
2. *The UI menu disappears.*
3. *The use case ends.*

**Alternate Course C:** *The player is unsuccessful in taking control of the desired group.*

1. The system determines that the player is unsuccessful in taking control of the desired group.
2. The system notifies the player that the attempt to “Attack to Control” was unsuccessful.
3. The use case ends.

**Alternate Course D:** *The player decides to spend money to attack.*

1. The player must spend money from group. *UC#27*
2. Proceed with attack with increased power.

**Figure 7. Attack to Neutralize Use Case.**

**Name:** Attack to Neutralize

**Identifier:** UC 07

**Description:**

Attempt to attack to neutralize another group.

**Preconditions**

Player has started their turn, drawn a card, and been dealt their income.

**Postconditions**

Attack to neutralize is successful and the group is placed back on uncontrolled section of table;

**Basic Course of Action:**

1. Player right clicks on the desired attacker.
2. The UI menu opens up group interactions.
3. The player clicks on the option entitled "Attack to Neutralize".
4. All cards that are eligible to be attacked are highlighted.
5. The player moves the mouse over the desired group to attack and left clicks.
6. The system performs various checks to ensure that valid requirements have been met to successfully "Attack to Neutralize".
7. A UI menu opens that displays two options, either "Attack to Neutralize", or "Cancel". Both options

are clickable. [Alt Course A].

8. The player chooses the “Attack to Neutralize” option. [Alt. Course B].
9. The system performs the “Attack to Neutralize” randomness algorithm to determine whether or not the attack is successful.
10. The system notifies the player that they have successfully neutralized the desired group. [Alt. Course C].
11. The desired card is returned to the uncontrolled section of the board.
12. Use case ends.

***Alternate Course A:*** *The player has not met the specified criteria to be qualified to Attack to Neutralize the desired group.*

1. The “Attack to Neutralize” option is grayed out.
2. The player clicks cancel.
3. The UI menu disappears.
4. The use case ends.

***Alternate Course B:*** *The player clicks the cancel button*

1. The player clicks the cancel button.
2. *The UI menu disappears.*
3. *The use case ends.*

***Alternate Course C:*** *The player is unsuccessful in neutralizing the desired group.*

1. The system determines that the player is unsuccessful in neutralizing the desired group.
2. The system notifies the player that the attempt to “Attack to Neutralize” was unsuccessful.
3. The use case ends.

## **Figure 8. Attack to Destroy Use Case.**

**Name:** Attack to Destroy

**Identifier:** UC 08

**Description:**

Attempt to attack to destroy another group.

**Preconditions**

Player has started their turn, drawn a card, and been dealt their income.

**Postconditions**

Attack to destroy is successful and the group is removed for the remainder of the System.

**Basic Course of Action:**

1. Player right clicks on the desired attacker.
2. The UI menu opens up group interactions.
3. The player clicks on the option entitled "Attack to Destroy".
4. All cards that are eligible to be attacked are highlighted.
5. The player moves the mouse over the desired group to attack and left clicks.
6. The system performs various checks to ensure that valid requirements have been met to successfully "Attack to Destroy".
7. A UI menu opens that displays two options, either "Attack to Destroy", or "Cancel". Both options

are clickable. [Alt Course A].

8. The player chooses the “Attack to Destroy” option. [Alt. Course B].
9. The system performs the “Attack to Destroy” randomness algorithm to determine whether or not the attack is successful.
10. The system notifies the player that they have successfully destroyed the desired group. [Alt. Course C].
11. The desired card is discarded from the System.
12. Use case ends.

***Alternate Course A:*** *The player has not met the specified criteria to be qualified to Attack to Destroy the desired group.*

1. The “Attack to Destroy” option is grayed out.
2. The player clicks cancel.
3. The UI menu disappears.
4. The use case ends.

***Alternate Course B:*** *The player clicks the cancel button*

1. The player clicks the cancel button.
2. *The UI menu disappears.*
3. *The use case ends.*

***Alternate Course C:*** *The player is unsuccessful in destroying the desired group.*

1. The system determines that the player is unsuccessful in destroying the desired group.
2. The system notifies the player that the attempt to “Attack to Destroy” was unsuccessful.
3. The use case ends.

## **Figure 9.View Diplomacy Stats Use Case.**

**Name: View Diplomacy Stats**

**Identifier:** UC 09

**Description:**

The player views the statistics relevant to diplomacy history and diplomacy options of various groups by right clicking on the desired group and selecting the diplomacy stat option.

**Preconditions**

The player is currently in the standard play mode and not in a special menu/action that would prevent them from looking at the board.

**Postconditions**

The player is informed of their diplomacy stats.

**Basic Course of Action:**

1. The player chooses to view their diplomacy stats.
2. A menu pops up that allows the player to select between the various stats of their groups
3. The player decides to close the stat menu
4. The player resumes with whatever sequence they were in prior to opening the stat menu.

**Figure 10.Begin System Use Case.**

**Name:** Begin System

**Identifier:** UC 10

**Description:**

System is initialized, and starts the first player's turn.

**Preconditions:**

Player selects System mode to begin playing the System

**Postconditions:**

First player begins turn.

**Basic Course of Action:**

1. System setting with deck brought into view.
2. All 8 Illuminati cards are set face down on the table.
3. Each player draws a face down Illuminati card from the table.
4. Indicated income is drawn from the bank and placed on the card.
5. Unused Illuminati cards are deleted for the rest of the System.
6. All remaining cards are shuffled and placed face down on the table.



7. 4 cards are drawn and placed face up in the center of the table. **[Alternate course A]** This is now the uncontrolled groups.
8. Each player virtually rolls 2 dice. The highest roll is the first player. **[Alternate course B]**
9. Player one begins their turn.

***Alternate Course A: Card drawn is a special card***

1. Bury special card back in deck.
2. Draw a new card, turning over the next group card to replace the special card.
3. Return.

***Alternate Course B: Multiple players tie for highest roll.***

1. Each player rerolls until a winner prevails.
2. Return.

**Figure 11. Deal Money Use Case.**

**Name:** Deal Money

**Identifier:** UC 11

**Description:**

Calculate and collect income at the beginning of a player's turn

**Preconditions:**

Player's turn has begun.

**Postconditions:**

Player has gained the appropriate amount of currency. The player can now draw a card.

**Basic Course of Action:**

1. Determine all groups under player's control. **[Alternate Course A]**
2. System scans through all groups under player's control.
3. Withdraw the correct amount of money from the bank, for each group and for the player's illuminati card.
4. Each card receives the appropriate amount of money from the bank.

**Alternate Course A:** *The player does not control any groups, and the player has had at least 3 prior turns*

1. The Player has been eliminated from the System. *UC#21*

**Figure 12.View Group Stats Use Case.**

**Name:** View Group Stats

**Identifier:** UC 12

**Description:**

The player views the statistics for a particular group by right clicking on them and selecting the appropriate option.

**Preconditions**

The player is currently in the standard play mode and not in a special menu/action that would prevent them from looking at the board.

**Postconditions**

The player is informed of their specified group's stats.

**Basic Course of Action:**

1. The player right clicks one of their groups
2. A menu pops up that allows the player to choose options for what they want to do.
3. The player decides to open the group's stats
4. A screen appears with all the relevant statistics to that group
5. The player decides they wish to close the menu.
6. The player resumes with whatever sequence they were in prior to opening the stats menu.

**Figure 13. Notify Player of Event Use Case.**

**Name: Notify Player of Event**

**Identifier:** UC 13

**Description:**

The system notifies the player of some in-System event that has happened, either something triggered by another player, or an event that has occurred due to a player's action. Event's reflect some sort of real life situation. Ie. The FBI has taken control of your group.

**Preconditions**

Some event must happen to trigger the notification

**Postconditions**

The player is notified through an on screen prompt and is free to deal with the event however they wish.

**Basic Course of Action:**

1. An event happens, Ie. The FBI has taken control of a group
2. The system sends out a notification to the affected players
3. The players get the prompt, and acknowledge it to dismiss it
4. Whatever procedure that was happening that caused the event continues.

**Figure 14. Notify Player of Something Procedural.**

**Name:** Notify Player of Something Procedural

**Identifier:** UC 14

**Description:**

The system notifies the player of some procedural situation. For example, if the player tried to draw a card when no cards were left, the system would notify them of that.

**Preconditions**

The player attempted to take an action that was invalid.

**Postconditions**

The player is informed of the correct procedure and is free to take other actions.

**Basic Course of Action:**

1. Player attempts an action
2. The system determines that the action is faulty in some way
3. System prompts the player with requisite information
4. player acknowledges the prompt and it goes away
5. The player continues and is free to do more actions

## **Figure 15. Use Artifact Power**

**Name:**Use Artifact Power

**Identifier:** UC 15

**Description:**

The player invokes the power of a certain artifact they have to affect the System in some way.

**Preconditions**

It is the player's turn and they have an artifact to use.

**Postconditions**

The artifact is used and statistical adjustments have been made.

**Basic Course of Action:**

1. Player left clicks on the artifact in their hand they wish to use.
2. The system asks the player to confirm. [Alt. Course A]
3. The player presses confirm.
4. The system performs the algorithm to affect statistical outcomes.
5. The system notifies the play of the effects of the artifact.
6. The use case ends.

***Alternate Course A: The artifact is one that is used against specified groups.***

1. The System highlights the cards that are applicable for the artifact to be used on.
2. The player chooses the desired card.
3. Return to Basic Course of Action #2.

## Figure 16. End Turn

**Name:** End Turn

**Identifier:** UC 16

**Description:**

The player ends their turn and the turn is transferred to the next player.

**Preconditions**

Player has finished the final step in their turn(adding targets).

**Postconditions**

System is prepared for the next player to begin their turn.

**Basic Course of Action:**

1. Verify that the player has finished adding targets.
2. System verifies that the player does not yet control enough groups to satisfy the *basic goal*.  
**[Alternate Course A].**
3. System verifies that the player has not yet satisfied the *special goal* (specific to the player's illuminati card). **[Alternate Course A].**
4. Notify the player that turn has ended. *UC#16*
5. Determine next player.
6. Next player can now begin their turn. *UC#01*



**Alternate Course A:** *The player has completed their goal(s).*

1. *Player wins System. UC#23*

**Figure 17. Move Group Use Case.**

**Name:** Move Group

**Identifier:** UC 17

**Description:**

Player moves a group to another location within power structure.

**Preconditions:**

Player has available action during “take actions” portion of turn.

**Postconditions:**

Group is moved within power structure.

**Basic Course of Action:**

1. Player clicks on the group card which he/she wants to move.
2. UI provides player options to take with card.
3. player chooses to move group.
4. System allows player to choose desired new location.
5. System verifies that location is valid **[Alternate Course A] [Alternate Course B]**
6. Chosen group and all puppets under group’s control are relocated.
7. System updates power structure.
8. Players available remaining actions decremented.

**Alternate Course A:** Cannot place group there

1. Group does not move.
2. Player retains action.
3. Player resumes turn.

**Alternate Course B:** Can place group, but some puppet(s) do not fit.

1. Group move is successful.
2. Any puppet groups which are overlapping, are lost (along with any puppet groups) to the uncontrolled area.

**Figure 18.View Player Stats Use Case.**

**Name: View Player Stats**

**Identifier:** UC 18

**Description:**

The player views the statistics relevant to the desired player (including themselves) by opening up the player statistics menu and clicking on various players.

**Preconditions**

The player is currently in the standard play mode and not in a special menu/action that would prevent them from looking at the board.

**Postconditions**

The player is informed of the specified player's stats.

**Basic Course of Action:**

1. The player right another player or themselves
2. A menu pops up that allows the player to choose options for what they want to do.
3. The player chooses to open the player's stats
4. A screen appears with all the relevant statistics for that player
5. The player decides they wish to close the menu.

6. The player resumes with whatever sequence they were in prior to opening the stats menu.

**Figure 19. Transfer Money Use Case.**

**Name:** Transfer Money

**Identifier:** UC 19

**Description:**

Player moves money from a group to an adjacent group.

**Preconditions:**

Player is in “take actions” portion of their turn, clicks on a group, then clicks transfer money.

**Postconditions:**

Money is transferred to the selected group.

**Basic Course of Action:**

1. player selects the group which he/she wants to transfer money from.
2. player then selects transfer money option
3. System checks that the group has money to transfer. **[Alternate Course A]**
4. UI let player decide how much of available money to transfer.
5. Prompt player to decide which adjacent group to receive money.
6. System removes money from the first group and adds that money to the second group.
7. System decrements the player's remaining available money transfers. **[Alternate Course B]**

**Alternate Course A:** The group has no money

1. System notifies the player that this action cannot be taken.
2. The player has not used an action, continues with turn.

**Alternate Course B:** Money transfer used as a regular action

1. Money transfer is successful.
2. Players remaining actions decremented.

**Figure 20. Player Quits System Use Case.**

**Name:** Player Quits System

**Identifier:** UC 20

**Description:**

Player chooses to forfeit the System.

**Preconditions:**

Player clicks on "Quit System Button.

**Postconditions:**

Player no longer is a part of the System.

**Basic Course of Action:**

1. player clicks on option to quit and forfeit the System.
2. Players groups sent to uncontrolled area.
3. Players money sent to bank.
4. Rest of players continue playing.
5. End case.

**Exception A:** *Player's Illuminati card is Servants of Cthulhu and has already destroyed 7 groups.*

1. The player destroys own illuminati card for to complete special goal of 8 destroyed groups.
2. *Player wins System. UC#04*
3. *End case.*

**Figure 21. Player Eliminated Use Case.**

**Name:** Player Eliminated

**Identifier:** UC 21

**Description:**

Player has lost the System.

**Preconditions:**

Player has no groups under control past their third turn.

**Postconditions:**

Player no longer is a part of the System, next player may begin turn.

**Basic Course of Action:**

1. System identifies that the player has no groups under control and has had at least 3 prior turns.**[Exception A]**
2. Player's money is given back to the bank.
3. Player's illuminati card is discarded from the System.
4. Player is removed from the System, and the next player may begin a turn.

**Exception A:** *Player's Illuminati card is Servants of Cthulhu and has already destroyed 7 groups.*

1. The player destroys their own illuminati card, bringing the total number of destroyed groups to 8.
2. The player has satisfied

**Figure 22. Special Power Use Case.**

**Name:** Special Power

**Identifier:** UC 22

**Description:**

Activate special power of group.

**Preconditions:**

Conditions met which allow opportunity for special power to be utilized.

**Postconditions:**

Special power is applied to players agenda.

**Basic Course of Action:**

1. Player clicks on group with special powers.
2. UI brings up options for group
3. player clicks option to apply special power.
4. System verifies that the special power's basic conditions are met. **[Alternate Course A]**.
5. System applies stats from special power to the player.
6. End case.



***Alternate Course A: Unable to use special power***

1. *System determines that this special power can not be used at this time.*
2. *No changes are made*
3. *End case.*

**Figure 23. Give Money Use Case.**

**Name:** Give Money

**Identifier:** UC 23

**Description:**

One player gives money to another player

**Preconditions:**

Two players have come to an agreement involving transfer of money.

**Postconditions:**

Player one has successfully transferred the desired amount of money to second players control.

**Basic Course of Action:**

1. player clicks on a button to allow them to give money.
2. System asks the player how much money and to which player to transfer.
3. System checks that the player's Illuminati card is capable of transferring the correct amount of money. **[Alternate Course A]**
4. Money is taken from the player and added to the other players Illuminati card.
5. End case.

**Alternate Course A:** *The player does not control any groups, and the player has had at least 3 prior turns*

1. The player has been eliminated from the System. *UC#21*

**Figure 24. Spend Money to Defend Group Use Case.**

**Name:** Spend Money to Defend Group

**Identifier:** UC 24

**Description:**

Player may choose to spend money to increase their odds of successfully defending the attack.

**Preconditions:**

Player's group is under attack by another player's groups.

**Postconditions:**

Player's group has increased Resistance.

**Basic Course of Action:**

1. Group is under attack.
2. Player decides to spend money to help defend his group.
3. Player clicks on the defending group.
4. UI shows the option to spend money on defense.
5. Player clicks the button to spend money, then decides how much. **[Alternate Course A]**
6. The system buffs defending group resilience by two for every MB spent.
7. End case.

**Alternate Course A:** *The player decides they do not want to spend money.*

1. *player does not spend money.*
2. *Attack proceeds.*
3. *End case.*

**Figure 25. Spend Money to Attack Group Use Case.**

**Name:** Spend Money to Attack Group

**Identifier:** UC 25

**Description:**

Player may choose to spend money to increase their odds of successfully attacking.

**Preconditions:**

Player's group is attacking another player's groups.

**Postconditions:**

Player's group has increased power.

**Basic Course of Action:**

1. Player is performing some attack on another group.
2. Player decides to spend money to help his group's attack power.
3. Player clicks on the attacking group.
4. UI shows the option to spend money on attack.
5. Player clicks the button to spend money, then decides how much. **[Alternate Course A]**
6. The system buffs attacking groups power by one for every MB spent.
7. End case.

**Alternate Course A:** *The player decides they do not want to spend money on attack.*

1. *player does not spend money.*
2. *Attack proceeds.*
3. *End case.*

**Figure 26.Special Card Use Case.**

**Name:** Special Card

**Identifier:** UC 26

**Description:**

Release groups from power structure

**Preconditions:**

Player is in a free actions portion of turn.

**Postconditions:**

Group(s) no longer a under players control

**Basic Course of Action:**

1. Player clicks on a group within the power structure.
2. Player clicks option to "drop group"
3. Group and any puppet groups are moved to the uncontrolled area.
4. End case.

**Figure 27. Take Sub-action Use Case.**

**Name:** Take Sub-action

**Identifier:** UC 27

**Description:**

Take a sub-action against another group in order to affect some sort of statistical outcome.

**Preconditions**

The player has started their turn, drawn a card, and been dealt their income.

**Postconditions**

The subaction is successfully taken and the statistics are updated.

**Basic Course of Action:**

1. The player right clicks on the group they would like to perform the sub-action.
2. The UI menu opens up group interactions.
3. The player clicks on "Take Sub-Action".
4. The UI menu displays several sub-action options for that group. *SUC 1-15*
5. The player selects the desired option.

6. The system highlights all cards that option can be taken against.
7. The player selects the group they wish to take the sub-action against.
8. A UI menu opens that displays two options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
9. The player chooses the desired sub-action option. [Alt Course B], [Alt Course C]
10. The system performs an algorithm to determine the success of that sub-action. [Alt Course D]
11. The system notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
12. Appropriate statistics are altered.
13. Use case ends.

**Alternate Course A:** The player decides to cancel

1. The use case ends.

**Alternate Course B:** The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has a special card that will allow them to guarantee success.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #11*

**Alternate Course D:** *The subaction was not successful*

1. Appropriate statistics are altered.
2. Use case ends.

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #10*.

**Figure 28. Use Artifact Use Case.**

**Name:** Use Artifact

**Identifier:** UC 28

**Description:**

Player uses an artifact to affect some outcome.

**Preconditions**

The player has started their turn, drawn a card, and been dealt their income.

**Postconditions**

The artifact affects the desired outcome

**Basic Course of Action:**

1. The player right clicks on the artifact they wish to use.
2. The UI menu opens up group interactions.
3. The player clicks on "Use artifact".
4. A UI menu opens that displays two options, either a prompt to use the desired artifact or "Cancel". Both options are clickable. [Alt Course A].
5. The player selects the option to use the artifact .[Alt Course B]

6. The System makes appropriate adjustments based on artifact power.
7. Use case ends.

**Alternate Course A:** *The player selects the cancel button*

1. *The use case ends.*

**Alternate Course B:** *The artifact affects a group.*

1. The system highlights all cards that option can be taken against.
2. The player selects the group they wish to take the action against.
3. The use case returns to *Basic Course of Action Step #6*

## Sub-Action Use Cases

Figure 1. Bribe Use Case.

**Name:** Bribe

**Identifier:** SUC 00

**Description:**

The specified group attempts to bribe another group or leader.



## Preconditions

It is the players turn and they have selected a group that has the desired subaction.

## Postconditions

The specified group or leader accepts the bribe.

### Basic Course of Action:

1. The player selects the bribe sub-action.
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The system performs an algorithm to determine the success of that sub-action. [Alt. Course G]
7. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The group's corruption statistics are affected according to an algorithm.
9. Money is transferred to the specified group. *UC #19 Transfer Money*
10. The group/leader's income statistics are updated.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

### Alternate Course A: The player decides to cancel

1. The use case ends.

### Alternate Course B: The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

***Alternate Course C: The player has a bribery special card.***

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #7*

***Alternate Course D: The player chooses not to use the special card.***

1. Return to *Basic Course of Action Step #6*

***Alternate Course E. The player chooses the leader***

1. The system performs an algorithm to determine the success of that sub-action. [Alt. Course F]
2. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The leader's corruption, wealth, and susceptibility traits are affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

***Alternate Course F. The bribe against the leader was unsuccessful***

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's corruption and justification are negatively affected.
3. The smeared leader's corruption and susceptibility are positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

***Alternate Course G. The bribe against the group was unsuccessful***

6. The system notifies the user that the sub-action was unsuccessful by recounting the events that

have taken place because of the sub-action. *UC 16 Notify Player of Event*

7. The offending group's corruption and justification are negatively affected.
8. The smeared group's justification, diplomacy, and influence are positively affected.
9. The game checks to see if this fulfills any attack requirements and updates as necessary.
10. Use case ends.

## Figure 2. Protest Use Case.

**Name:** Protest

**Identifier:** SUC 01

**Description:**

The specified group protests against another group or leader.

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

**Postconditions**

The protest affects the popularity of the group

**Basic Course of Action:**

1. The player selects the protest sub-action.
2. The system highlights all cards that option can be taken against.

3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game prompts the user whether they want to direct the action against the group or the leader.
7. The player chooses the group. [Alt Course E.]
8. The system performs an algorithm to determine the success of that sub-action. [Alt. Course G]
9. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
10. The group's influence, followers, corruption, and justification are influenced.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

**Alternate Course A:** The player decides to cancel

1. The use case ends.

**Alternate Course B:** The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has a Power to the People special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #11*.

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #10*.

**Alternate Course E.** *The player chooses the leader*

1. The system performs an algorithm to determine the success of that sub-action. [Alt. Course F]

2. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The leader's public image is affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

**Alternate Course F.** *The protest against the leader was unsuccessful*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The smearing group's influence, followed, diplomacy, and corruption are all negatively affected.
3. The smeared leader's public image, corruption, charm and susceptibility are all positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

**Alternate Course G.** *The protest against the group was unsuccessful*

6. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
7. The smearing group's influence, followed, diplomacy, and corruption are all negatively affected.
8. The smeared group's influence, followed, diplomacy, and corruption are all positively affected.
- 9.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

## Figure 3. Assassinate Use Case.

**Name:** Assassinate

**Identifier:** SUC 02

**Description:**

The specified group assassinates the leader of another group.

### **Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

### **Postconditions**

The leader of the group is assassinated and the group is open to be taken control of.

### **Basic Course of Action:**

1. The player selects the protest sub-action.
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The system performs an algorithm to determine the success of that sub-action.
7. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The attacking group's justification is lowered and corruption is raised.
9. The receiving group's wealth, diplomacy, influence, and followers are lowered.
10. Use case ends.

### **Alternate Course A:** The player decides to cancel

1. The use case ends.

### **Alternate Course B:** The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify*

*Player of Something Procedural UC 17*

2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has an Assassinate special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #6*

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #5*

## Figure 4. Arrest Use Case.

**Name:** Arrest

**Identifier:** SUC 03

**Description:**

The specified group arrests the leader of another group.

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

## Postconditions

The leader is arrested and the group's traits are affected.

## Basic Course of Action:

1. The player selects the arrest sub-action.
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The system performs an algorithm to determine the success of that sub-action. [Alt Course E]
7. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The arresting group's corruption, diplomacy, influence, followers, and justification are affected.
9. The arrested leader's public image, corruption, susceptibility, charm and wealth are all affected.
10. The arrested group no longer has a leader and has their corruption, justification, wealth, diplomacy, influence, and followers affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

## Alternate Course A: The player decides to cancel

1. The use case ends.

## Alternate Course B: The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

## Alternate Course C: The player has a Crackdown on Crime special card.



1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #7*

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

**Alternate Course E:** *The arrest was not successful*

1. The game notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's corruption, diplomacy, and influence are negatively affected.
3. The defending leader's susceptibility, charm, and public image are positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

## Figure 5. Disseminate Fake News Use Case

**Name:** Disseminate Fake News Campaign

**Identifier:** SUC 04

**Description:**

The specified group releases fake information about a group or leader that affects their reputation or incites conspiracy.

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

## Postconditions

The desired group or leader has their reputation damaged and/or becomes subject of conspiracy.

## Basic Course of Action:

1. The player selects the Disseminate Fake News sub-action.
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game prompts the user whether they want to direct the action against the group or the leader.
7. The player chooses the group. [Alt Course E.]
8. The system performs an algorithm to determine the success of that sub-action. [Alt. Course G]
9. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
10. The fake news disseminating group's corruption is
11. The smeared group's corruption, justification, diplomacy, influence, and followers are affected.
12. The game checks to see if this fulfills any attack requirements and updates as necessary.
13. Use case ends.

## Alternate Course A: The player decides to cancel

1. The use case ends.

## Alternate Course B: The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has a bribery special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #11*.

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #10*.

**Alternate Course E.** *The player chooses the leader*

1. The system performs an algorithm to determine the success of that sub-action. [Alt. Course G]
2. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The smearing group's influence, followers, and diplomacy are affected.
4. The smeared leader's public image, corruption, and susceptibility are affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

**Alternate Course F.** *The attempt to disseminate fake news against the leader was unsuccessful*

7. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The smearing group's influence, followed, diplomacy, and corruption are all negatively affected.
9. The smeared leader's public image, corruption, charm and susceptibility are all positively affected.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

**Alternate Course G.** *The attempt to disseminate fake news against the group was unsuccessful*

12. The system notifies the user that the sub-action was unsuccessful by recounting the events that

have taken place because of the sub-action. *UC 16 Notify Player of Event*

13. The smearing group's influence, followed, diplomacy, and corruption are all negatively affected.
14. The smeared group's influence, followed, diplomacy, and corruption are all positively affected.
- 15.
16. The game checks to see if this fulfills any attack requirements and updates as necessary.
17. Use case ends.

## Figure 6. Spy Use Case.

**Name:** Spy

**Identifier:** SUC 05

**Description:**

The specified group sends somebody to spy on another group or leader in order to retrieve damaging information.

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

**Postconditions**

The spy successfully retrieves damaging information and the group can now disseminate if they wish.

### **Basic Course of Action:**

1. The player selects the protest sub-action.
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game prompts the user whether they want to direct the action against the group or the leader.
7. The player chooses the group. [Alt Course E.]
8. The system performs an algorithm to determine the success of that sub-action. [Alt. Course G]
9. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
10. The offending group gains information to use against the defending group.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

### **Alternate Course A:** The player decides to cancel

1. The use case ends.

### **Alternate Course B:** The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

### **Alternate Course C:** *The player has a Whispering Campaign, I Lied, Deep Agent, or Secrets Man Was Not Supposed to Know special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the user whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #10*

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

**Alternate Course E.** *The player chooses the leader*

1. The system performs an algorithm to determine the success of that sub-action. [Alt. Course F]
2. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The group receives damaging info about the leader.
4. Use case ends.

**Alternate Course F.** *Spying against the leader was unsuccessful*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H]*
2. The game checks to see if this fulfills any attack requirements and updates as necessary.
3. Use case ends.

**Alternate Course G.** *Spying against the group was unsuccessful*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H][Alt. Course I]*
2. The game checks to see if this fulfills any attack requirements and updates as necessary.
3. Use case ends.

**Alternate Course H.** *Spy got caught spying on group*

1. The system notifies the player that the spy was caught by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H]*
2. The offending group's wealth is negatively affected.
3. The offending leader's susceptibility is negatively affected.
4. The defending group's justification, diplomacy, and influence are positively affected.

5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

***Alternate Course I. Spy got caught spying on individual***

7. The system notifies the player that the spy was caught by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H]*
8. The offending group's wealth is negatively affected.
9. The offending leader's susceptibility is negatively affected.
10. The defending leader's susceptibility and charm are positively affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

## Figure 7. Apply Sanctions Use Case.

**Name: Apply Sanctions**

**Identifier:** SUC 06

**Description:**

The specified group applies sanctions against another group.

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

**Postconditions**

Sanctions are applied against the other group and their wealth and reputation are significantly hurt.

**Basic Course of Action:**

1. The player selects the Apply Sanctions sub-action.
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The player chooses the group. [Alt Course E.]
7. The system performs an algorithm to determine the success of that sub-action. [Alt. Course G]
8. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
9. The offending group's corruption and justification are positively affected. Their diplomacy is negatively affected.
10. The defending group's corruption, diplomacy, influence, and followers are negatively affected. Their wealth is very negatively affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.
- 13.

**Alternate Course A:** The player decides to cancel

1. The use case ends.

**Alternate Course B:** The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has the Dollars for Decency special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The use case returns to *Basic Course of Action Step #8*

**Alternate Course D:** *The player chooses not to use the special card.*



1. Return to *Basic Course of Action Step #7*

**Alternate Course G.** *The sanctions were shot down by other voting members.*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H][Alt. Course I]*
2. *The offending group's diplomacy and influence are negatively affected.*
3. *The defending group's influence and diplomacy are positively affected.*
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

## Figure 8. Attack with Army Use Case.

**Name:** Attack with Army Prices

**Identifier:** SUC 07

**Description:**

An army attacks another group.

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

**Postconditions**

The attacked group is incapacitated and vulnerable to any Major Action attack.

**Basic Course of Action:**

1. The player selects the Attack with Army sub-action.
2. The system performs an algorithm to determine the success of that sub-action. [Alt. Course A]
3. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
4. The defending group becomes vulnerable to any Major Action attack. This overrides any requirement.
5. The offending group's corruption, wealth, diplomacy, influence, and followers are all affected, depending on various factors.
6. The defending group's wealth, diplomacy, influence, and followers is negatively affected.
7. The game checks to see if this fulfills any attack requirements and updates as necessary.
8. Use case ends.

***Alternate Course A: The defending group successfully defends against the attack***

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group becomes vulnerable to any Major Action attack. This overrides any requirement.
3. The offending group's corruption, wealth, diplomacy, influence, and followers are all negatively affected
4. The defending group's wealth, diplomacy, influence, and followers are positively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

## Figure 9. Raise Oil Prices Use Case.

**Name:**Raise Oil Prices

**Identifier:** SUC 08

**Description:**

OPEC raises oil prices and hurts the wealth of all active groups Government Tier and below.

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

**Postconditions**

Oil prices are raised and the wealth of all groups Government tier and below is negatively affected.

**Basic Course of Action:**

1. The player selects the Raise Oil Prices sub-action.
2. The system performs an algorithm to determine the success of that sub-action. [Alt. Course A]
3. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
4. All groups have their oil prices negatively affected.
5. The offending group's corruption is negatively affected.
6. The game checks to see if this fulfills any attack requirements and updates as necessary.
7. Use case ends.

***Alternate Course A: Triggers social unrest***

1. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. All groups have their oil prices negatively affected.
3. Institution tier and below have their power increased.
4. Offending group has corruption, justification, influence, and diplomacy negatively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

**Figure 10. Offer Humanitarian Aid Use Case.**

**Name:** Offer Humanitarian Aid Prices

**Identifier:** SUC 09

**Description:**

Offer aid to another group

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

**Postconditions**

The targeted group gains wealth.

**Basic Course of Action:**

1. The player selects the Offer Humanitarian Aid sub-action.
2. The system performs an algorithm to determine the success of that sub-action. [Alt. Course A]
3. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
4. Money is transferred between. *UC 11 Transfer Money*
5. The targeted group's wealth is positively affected. Their influence is negatively affected.
6. The targeting group's wealth is negatively affected. Their diplomacy, influence, corruption, and followers are positively affected..
7. The game checks to see if this fulfills any attack requirements and updates as necessary.

8. Use case ends.

***Alternate Course A: The targeted group rejects the aid***

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's influence and diplomacy is negatively affected.
3. The defending group's diplomacy is negatively affected. Their influence is positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

***Alternate Course B: Player has Dollars for Decency special card***

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course C].
3. The use case returns to *Basic Course of Action Step #3*

***Alternate Course C: The player chooses not to use the special card.***

1. Return to *Basic Course of Action Step #2*

## Figure 11. Mind Control Use Case.

**Name:** Mind Control

**Identifier:** SUC 10

**Description:**

The specified group takes control of the mind of the desired leader

## Preconditions

It is the players turn and they have selected a group that has the desired subaction.

## Postconditions

The player now can control the affected leader.

## Basic Course of Action:

1. The player selects the group-specific mind control sub-action. [Group Variants]
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E]
7. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The offending group gains control over the defending leader.
9. The defending leader's susceptibility becomes maxed out.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

## Alternate Course A: The player decides to cancel

1. The use case ends.

## Alternate Course B: The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*

2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has a Unmasked, Hidden Connection, or Subliminal special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the user whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #7*

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

**Alternate Course E.** *The group was not able to successfully mind control the leader*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The defending leader's susceptibility is positively affected.
3. The offending group's justification for sub-action specifically targeted at the defending group becomes negatively affected.

**Alternate Course F.** *Mind control affects any group in the region*

1. The player selects the region they wish to take the sub-action against.
2. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
3. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
4. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E][Alt Course G]
5. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
6. The offending groups' diplomacy and influence against groups in the region is positively affected.
7. The tier that the offending group is on has a diplomacy and influence boost against groups in the

region as well, unless they were themselves affected.

8. The leader of that group has more influence when dealing with groups of that region.
9. The leaders of that group's tier has more influence when dealing with groups of that region.
10. The defending group's leader's susceptibility are negatively affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

**Alternate Course G.** *The group was not able to successfully mind control the region.*

1. Conspiracy activity in the groups tier 6 and below is increased.
2. Power of groups tier 6 and below against this group is increased.
3. The game checks to see if this fulfills any attack requirements and updates as necessary.
4. Use case ends.

**Group Variants:**

- **Evil Geniuses for a Better Tomorrow:** Administer mind control drug
- **Chemtrails:** Mind Control Certain Region [Alt. Course F]
- **Nanotech Company:** Implant Mind Control Chip

## Figure 12. Conspiracy Use Case.

**Name:** Mind Control

**Identifier:** SUC 11

**Description:**

The specified group alleges a conspiracy theory against another group.

**Preconditions**



It is the players turn and they have selected a group that has the desired subaction.

## **Postconditions**

The targeted group becomes the subject of a conspiracy theory.

## **Basic Course of Action:**

1. The player selects the group-specific conspiracy theory sub-action. [Group Variants, Generic Implementers]
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E]
7. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The defending group's corruption, justification, and followers are negatively affected.
9. The offending group's influence and followers are positively affected.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

## **Alternate Course A:** The player decides to cancel

1. The use case ends.

## **Alternate Course B:** The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has a Unmasked, Hidden Connection, Whispering Campaign, or Secrets Man Was not Supposed to Know special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the user whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #7*

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

**Alternate Course E.** *The group's conspiracy theory was not found to be credible.*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The defending group's corruption, justification toward that group, influence, and followers are positively affected.
3. The offending group's justification toward that group, corruption, wealth, and diplomacy is negatively affected.
4. The offending group's influence and followers affecting groups tier 6 and below are positively affected.<sup>1</sup>
5. The offending group's influence and followers affecting groups tier 5 and above are negatively affected.

**Group Variants:**

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<sup>1</sup> Conspiracy theorists generally gain followers and influence over those followers regardless if they are right or not.

- **Crop Circles:** Trigger alien conspiracy suspicion.

### **Generic Implementers**

- Flat Earthers:
- Survivalists
- Conspiracy Theorists
- South American Nazis
- Society for Creative Anarchism
- KKK
- Eco-Guerillas
- Semi-Conscious Liberation Army
- Minutemen
- Militia
- Suicide Bombers

### **Figure 13. Brainwash Use Case.**

**Name:** Brainwash

**Identifier:** SUC 12

**Description:**

The specified group brainwashes the other group into acting negatively against a specified group.

**Preconditions**

It is the player's turn and they have selected a group that has the desired subaction.

## Postconditions

The targeted group takes the specified negative action against the targetted group.

## Basic Course of Action:

1. The player selects the group-specific conspiracy theory sub-action. The system highlights all cards that option can be taken against.
2. The player selects the group they wish to take the sub-action against.
3. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
4. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
5. The game prompts the user to specify the recipient of the brainwash group's attack.
6. The player chooses the desired group.
7. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E]
8. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event* [Group Variants, Generic Implementers]
9. The defending group uses a specified subaction against the specified group.
10. Any negative or positive effects that come about by that subaction affect the defending group, not the offending group.
11. The offending group's influence is positively affected.
12. The game checks to see if this fulfills any attack requirements and updates as necessary.
13. Use case ends.

## Alternate Course A: The player decides to cancel

1. The use case ends.

## Alternate Course B: The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has a Unmasked, Hidden Connection, Subliminal, or Secrets Man Was not Supposed to Know special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the user whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #8*

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #7*

**Alternate Course E.** *The defending group was not successfully brainwashed.*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's influence, justification toward the defending group, and corruption are negatively affected.

**Alternate Course F.** International Communist Conspiracy Variant

1. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The defending group has 0 power and defense when dealing with any group that has a communist trait.
3. The game checks to see if this fulfills any attack requirements and updates as necessary.
4. Use case ends.

**Alternate Course G. Kiddle TV/ Saturday Morning Cartoons Variants**

1. The system notifies the user that the sub-action was successful by recounting the events that

have taken place because of the sub-action. *UC 16 Notify Player of Event*

2. *The defending group's leader's wealth is negatively affected.*
3. The game checks to see if this fulfills any attack requirements and updates as necessary.
4. Use case ends.

#### **Alternate Course H : Indoctrinate**

1. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The defending group's trait is switched to align with the offending group's trait.
3. The defending group cannot take any negative actions against the offending group.
4. The offending group's influence is positively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

#### **Group Variants:**

- **International Communist Conspiracy:** Brainwash into supporting Communism [Alt. Course F]
- **Kiddie TV/Saturday Morning Cartoons:** Brainwash leader's childrens into running parents dry on toys. [Alt Course G]
- **Universities:** Indoctrinate [Alt Course H]

#### **Generic Implementers**

- All media groups
- All media jobs
- TV Preachers
- All government groups

## **Figure 14. Initiate Use Case.**

**Name:** Initiate

**Identifier:** SUC 13

**Description:**

The Illuminati group uses Initiate sub-action to prime a group to be taken control of.

**Preconditions**

It is the players turn and they have selected their illuminati card to use. Can only be used against the top 2 tiers.  
No other sub-actions have been used that turn.

**Postconditions**

The targeted group becomes much more likely to be controlled.

**Basic Course of Action:**

1. The player selects the sub-action option on their illuminati card.
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B][Alt Course C]
6. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E][Alt. Course F]
7. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The probability of any group taking control of the defending group substantially increases.
9. All sub-actions are taken up for the turn.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

**Alternate Course A:** The player decides to cancel

1. The use case ends.

**Alternate Course B:** The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has a Reorganization special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the user whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #7*

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

**Alternate Course E.** *The group resisted initiation*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The use case ends.

**Alternate Course F.** *The illuminati was exposed*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. All groups controlled by the illuminati have their corruption affected negatively and their defense



decreased.

3. All Tiers below Tier 4 have increased power against Illuminati.
4. The use case ends.

## Figure 15. Hire Use Case.

**Name:** Hire

**Identifier:** SUC 14

**Description:**

A business group can hire an individual group.

**Preconditions**

It is the players turn and they have selected their illuminati card to use. The card being hired is an individual group and the card doing the hiring is a business group.

**Postconditions**

The hired group gains wealth but is more in control by the hiring group.

**Basic Course of Action:**

1. The player selects the Hire option on their card. [Generic Implementers]

2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B]
6. The system performs an algorithm to determine the success of that sub-action. [Alt. Course C]
7. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The hired group loses influence against the hiring group and their leader has their susceptibility negatively affected.
9. The hiring group loses wealth.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

**Alternate Course A:** The player decides to cancel

1. The use case ends.

**Alternate Course B:** The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The group did not want to be hired.*

1. The hiring group loses influence.
2. The hired group gains influence but loses wealth.
3. The game checks to see if this fulfills any attack requirements and updates as necessary.
4. Use case ends.

**Generic Implementers:**

- All business groups
- All corporate groups

## Figure 16. Hack Use Case.

**Name:** Hack

**Identifier:** SUC 15

**Description:**

The desired group hacks into the computer system of the targeted group and performs some sort of malicious action.

**Preconditions**

It is the players turn and they have selected a group that has the desired subaction.

**Postconditions**

The desired group inflicts some sort of damage on the targeted group.

**Basic Course of Action:**

1. The player selects the group-specific mind control sub-action. [Generic Implementers]
2. The system highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The system prompts for the specific type of hack [Alt.Course F], [Alt.Course G], [Alt.Course H], [Alt.Course I]

7. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E]
8. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
9. The user chooses to take control of the computer system.
10. The offending group gains control of the computer system.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

**Alternate Course A:** The player decides to cancel

1. The use case ends.

**Alternate Course B:** The user has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

**Alternate Course C:** *The player has a Computer Espionage special card.*

1. The system notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the user whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #9*

**Alternate Course D:** *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #8*

**Alternate Course E.** *The group gets caught hacking*

1. The system notifies the user that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's wealth, corruption, justification, toward the group, and diplomacy are all severely negatively affected.

3. Any law enforcement groups gain significant power advantage over the offending group and their justification toward that group is positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

***Alternate Course F: Send Malicious Virus***

1. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E]
2. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The offending group's influence and followers increase.
4. The defending groups wealth, influence, and followers are negatively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

***Alternate Course G. Steal Financial Info***

1. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E]
2. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The offending group's wealth, influence, and followers are affected positively.
4. The defending groups wealth, influence, and followers are severely hurt.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

***Alternate Course H. Steal Sensitive Personal Info***

7. The system performs an algorithm to determine the success of that sub-action. [Alt. Course E]
8. The system notifies the user that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
9. The offending group's influence over the defending group is substantially increased.
10. The defending group's leaders susceptibility and corruption are negatively affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

***Generic Implementers***

- All Intelligence agencies
- Science groups
- Interplanetary groups
- Special Agent groups
- All criminal groups













