

Deadwood Use Cases

Alex Isbill

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1 Use case: Take a Role

- Title: Take a role
- Actor: Player
- Pre-condition: It is player's turn, player is on scene set, and player is not working on any role.
- Post-condition: Player's interaction is shown in the game log
- Termination outcome:
 - On success: Player takes a role.
 - On failure: Player does not take a role.
- Trigger: Player wants to take a turn.
- MSS:
 1. System shows available options for the player.
 2. Player chooses Take Role option.
 3. System instructs player to choose a role.
 4. Player chooses a role.
 5. System verifies that the player can take that role.
 6. System moves the player's dice to chosen role.
 7. System ends player's turn.
- Extensions:
 - 5a. Player cannot take the chosen role.

.1 System shows an error message explaining why player cannot take the role

.2 Return to MSS step 1.

2a. No Take Role option available for the current scene set.

.1 Player moves to an adjacent set (see Move use case for details)

.2 Return to MSS step 1.

2 Use case: Move

- Title: Move
- Actor: Player
- Pre-condition: It is player's turn and player is not working on any role.
- Post-condition: Player's interaction is shown in the game log
- Termination outcome:
 - On success: Player moves to adjacent area.
 - On failure: Player does not move to adjacent area.
- Trigger: Player wants to take a turn.
- MSS:
 1. System shows available options for the player.
 2. Player chooses Move option.
 3. System instructs player to choose an adjacent area to move to.
 4. Player chooses an adjacent area to move to.
 5. System verifies that the player can move to that area.
 6. System moves the player's dice to chosen area and prompts player if they would like to Take Role (see Take Role use case).
 7. System ends player's turn.
- Extensions:
 - 5a. Player cannot move to adjacent area.

.1 System shows an error message explaining why player cannot move to selected Area.

.2 Return to MSS step 1.

2a. No Move option available because player is working on role.

.1 Player finishes working on role.

.2 Return to MSS step 1.

3 Use case: Acting (On-Card)

- Title: Acting on an On-Card Role
- Actor: Player
- Pre-condition: It is player's turn, player is on scene set, and player is working on an on-card role.
- Post-condition: Player's interaction is shown in the game log
- Termination outcome:
 - On success: Player completes acting for on-card role.
 - On failure: Player fails acting for on-card role.
- Trigger: Player wants to take a turn.
- MSS:
 1. System shows available options for the player.
 2. Player chooses act on-card option.
 3. System instructs player to roll a die.
 4. Player rolls the die.
 5. System compares value of die to budget of movie.
 6. Die value is greater than or equal to budget of movie, so player succeeds in acting role.
 7. System removes shot counter from scene set.
 8. System gives player two credits.

9. System ends player's turn.

- Extensions:

6a. Player fails on-card acting role.

.1 Die value is less than budget of movie, so player fails in acting role.

.2 System displays message that player failed on-card acting role and receives nothing.

.3 Return to MSS step 1.

2a. No act on-card option available.

.1 Player takes on-card role (see Take Role use case for details).

.2 Return to MSS step 1.

4 Use case: Acting (Off-Card)

- Title: Acting on an Off-Card Role
- Actor: Player
- Pre-condition: It is player's turn, player is on scene set, and player is working on an off-card role.
- Post-condition: Player's interaction is shown in the game log.
- Termination outcome:
 - On success: Player completes acting for off-card role.
 - On failure: Player fails acting for off-card role.
- Trigger: Player wants to take a turn.
- MSS:
 1. System shows available options for the player.
 2. Player chooses act off-card option.
 3. System instructs player to roll a die.
 4. Player rolls the die.
 5. System compares value of die to budget of movie.
 6. Die value is greater than or equal to budget of movie, so player succeeds in acting role.
 7. System removes shot counter from scene set.
 8. System gives player one credit and one dollar.

9. System ends player's turn.

- Extensions:

6a. Player fails off-card acting role.

- .1 Die value is less than budget of movie, so player fails in acting role.
- .2 System displays message that player failed off-card acting role and receives one dollar.
- .3 System credits player one dollar.
- .4 Return to MSS step 1.

2a. No act off-card option available.

- .1 Player takes off-card role (see Take Role use case for details).
- .2 Return to MSS step 1.

5 Use case: Rehearse

- Title: Rehearse
- Actor: Player
- Pre-condition: It is player's turn, player is on scene set, and player is working on a role.
- Post-condition: Player's interaction is shown in the game log.
- Termination outcome:
 - On success: Player completes rehearse action.
 - On failure: Player does not complete rehearse action.
- Trigger: Player wants to take a turn.
- MSS:
 1. System shows available options for the player.
 2. Player chooses to rehearse.
 3. System adds one practice chip to player's die.
 4. System displays message saying that one practice chip has been added to player's die for this role.
 5. System ends player's turn.
- Extensions:
 - 3a. Number of practice chips guarantees success.
 - .1 Number of practice chips is greater than or equal to budget of movie.

.2 System displays message that player has reached maximum number of rehearsals for this scene.

.3 Return to MSS step 1.

2a. No rehearse option available.

.1 Player takes role (see Take Role use case for details).

.2 Return to MSS step 1.

6 Use case: Upgrade Rank

- Title: Upgrade Rank
- Actor: Player
- Pre-condition: It is player's turn and player is at casting office.
- Post-condition: Player's interaction is shown in the game log.
- Termination outcome:
 - On success: Player upgrades rank.
 - On failure: Player does not upgrade rank.
- Trigger: Player wants to take a turn.
- MSS:
 1. System shows available options for the player (at end of turn).
 2. Player chooses to upgrade rank.
 3. System prompts player to choose a rank to upgrade to.
 4. System prompts player to pay in dollars or credits.
 5. System upgrades players rank.
 6. System ends player's turn.
- Extensions:
 - 4a. Insufficient funds to upgrade rank.
 - .1 Number of dollars or credits is less than amount necessary to upgrade to selected rank.

- .2 System displays message that player has insufficient funds to upgrade rank.
 - .3 Return to MSS step 1.
- 6a. Player upgrades rank at beginning of turn.
- .1 Player upgrades rank at beginning of turn.
 - .2 Return to MSS step 1.
- 2a. No upgrade rank option available.
- .1 Player moves to Casting Office (see Move use case for details).
 - .2 Return to MSS step 1.

7 Use case: End the Day

- Title: End the Day
- Actor: System
- Pre-condition: There is only one active scene remaining for the day.
- Post-condition: Game log reflects state of game.
- Termination outcome:
 - On success: Board is setup for the next day.
 - On success: Board is cleared and ready for scoring
- Trigger: All scenes are wrapped except one.
- MSS:
 1. System displays message that there is only one scene remaining and the day has ended.
 2. System returns all players' dice to trailer set.
 3. System removes all scene cards from the board.
 4. System deals ten new scene cards to the board (face-down).
 5. System replaces all shot counters.
 6. System begins next day.
- Extensions:
 - 3a. Last day - ready for scoring
 - .1 System clears board.

.2 Proceed to scoring (see Scoring use case for details).

8 Use case: Scoring

- Title: Scoring
- Actor: System
- Pre-condition: It is the end of the last day.
- Post-condition: Game log reflects state of game.
- Termination outcome:
 - On success: Players scores are calculated, displayed, and game ends.
- Trigger: All scenes except one have wrapped on the last day.
- MSS:
 1. System displays message that it is the end of the last day and scoring will begin.
 2. System calculates score based on rank, dollars, and credits. One point is added for each dollar or credit. The player's rank times five is the amount of points added for rank.
 3. System displays final scores and winner.
 4. System prompts player to play again.
 5. System ends game.
- Extensions:
 - 4a. Begin new game.
 - .1 Player selects to begin new game.
 - .2 System begins new game (see Begin Game use case for details).

9 Use case: Begin New Game

- Title: Begin New Game
- Actor: System
- Pre-condition: None
- Post-condition: System reflects state of game.
- Termination outcome:
 - On success: System begins game.
- Trigger: Player wants to begin new game.
- MSS:
 1. System displays Deadwood Game options at startup.
 2. Player selects to begin new game.
 3. System prompts for number of players (2-8).
 4. System assigns die to represent each player, default rank set to 1.
 5. System arranges board by placing cards in "basic" arrangement as described in Deadwood rules.
 6. System randomly deals ten scene cards to the set places on the board.
 7. System randomly chooses player to begin.
 8. System prompts player with their available options.
- Extensions:
 - 3a. Invalid number of players.

- .1 System displays message indicating invalid number of players.
- .2 Return to MSS step 3.

10 Use case: Wrapping a Scene

- Title: Wrapping a Scene
- Actor: System
- Pre-condition: Player is working on scene and last shot-counter is removed.
- Post-condition: System reflects state of game.
- Termination outcome:
 - On success: Scene is wrapped and players are awarded dollars.
 - On success: Scene is wrapped and no dollars are awarded.
- Trigger: Last shot counter is removed from scene.
- MSS:
 1. System displays message that last shot counter has been removed and that scene is wrapped.
 2. System checks that at least one player is working on the card for this scene.
 3. Active player rolls number of dice equal to the budget of the movie.
 4. System awards money based on the on-card role ranking. Top role receives dollars equal to highest die, second receives dollars equal to second die value, and so on. The dice values wrap around if there are more dice rolled than players working on-card.
 5. System displays message with award amounts.
 6. System ends turn.

- Extensions:

2a. No players working on-card.

.1 System checks and no players are working on card.

.2 System ends turn.