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<b>Name</b>	<b>Illuminati App Start</b>
<b>ID</b>	<b>UC_S01</b>
<b>Description</b>	When the app is selected from the user's app window, the app begins running
<b>Actors</b>	User
<b>Benefits</b>	Allows the user to play the game
<b>Frequency</b>	Every time the user selects the app
<b>Trigger</b>	The user selects the app from the app window
<b>Preconditions</b>	The user has the app installed
<b>Postconditions</b>	The game begins running The app is closed
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Main menu is loaded and shown to user</li> <li>2. User selects an option from the menu</li> <li>3. User selection is displayed (see A1, A2, A3)</li> <li>4. If A3 occurs, app is closed (EX2)</li> </ol>
<b>Alternate</b>	<p>AC1 User selects to begin a game</p> <ol style="list-style-type: none"> <li>1. See "Game Start" Use Case (see EX1)</li> </ol> <p>AC2 User selects to open the options menu</p> <ol style="list-style-type: none"> <li>1. See "Options Menu" Use Case</li> </ol> <p>AC3 User selects to exit the app</p> <ol style="list-style-type: none"> <li>1. App is closed</li> </ol>
<b>Exception</b>	<p>EX1 App crashes when loading a game</p> <ol style="list-style-type: none"> <li>1. System notifies user that game was not loaded correctly</li> <li>2. Return to Main step 1</li> </ol> <p>EX2 App crashes on close</p> <ol style="list-style-type: none"> <li>1. System notifies user that game ended unexpectedly</li> <li>2. App is closed</li> </ol>

<b>Name</b>	<b>Game Start</b>
<b>ID</b>	<b>UC_M01</b>
<b>Description</b>	Pregame setup
<b>Actors</b>	User
<b>Benefits</b>	Allows the user to set up the game before start
<b>Frequency</b>	Whenever the user selects to begin the game
<b>Trigger</b>	The user selects to begin a game from the main menu
<b>Preconditions</b>	The user selected to begin the game from the main menu
<b>Postconditions</b>	The game session is closed The app is closed
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Game setup menu is shown to the user</li> <li>2. User selects how many players there are</li> <li>3. User creates their display name for game session</li> <li>4. User enters a password for the game session (see AC1)</li> <li>5. Game now waits for other players to connect (see AC2) (see EX3)</li> <li>6. Other users enter their display name and corresponding password (see EX2)</li> <li>7. All connected players can be seen by other players</li> <li>8. Game starts (see Pre-Game Run use case)</li> </ol>
<b>Alternate Cases</b>	<p>AC1 The password is already in use</p> <ol style="list-style-type: none"> <li>1. Connect the user (see AC1.2) (see EX1)</li> </ol> <p>AC1.2 The session is already full</p> <ol style="list-style-type: none"> <li>1. The user is told that the session is full</li> <li>2. User is returned to main menu (see Illuminati App Start use case)</li> </ol> <p>AC2 Other users connect, but the number of connected players is not the same as the number of players selected</p> <ol style="list-style-type: none"> <li>1. See AC2.2</li> </ol> <p>AC2.2 The host chooses to begin the game anyway</p> <ol style="list-style-type: none"> <li>1. Game begins anyway with connected players</li> </ol>
<b>Exception Cases</b>	<p>EX1 The user fails to connect to the game session</p> <ol style="list-style-type: none"> <li>1. An error is displayed</li> <li>2. The user is returned to the main menu</li> </ol> <p>EX2 The correct password is entered, but the user is not allowed to connect</p> <ol style="list-style-type: none"> <li>1. If the user enters the same password multiple times, report the error to the user</li> <li>2. Have the user confirm that the password is correct</li> </ol> <p>EX3 The session was not created</p> <ol style="list-style-type: none"> <li>1. The error is displayed to the user</li> </ol>

	2. The user is returned to the main menu
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<b>Name</b>	<b>Pre-Game Run</b>
<b>ID</b>	<b>UC_G01</b>
<b>Description</b>	The user has selected to begin a game with connected users
<b>Actors</b>	Host and all connected players (<=8)
<b>Benefits</b>	Allows the host and players to play the game together
<b>Frequency</b>	When the game has been set-up and the session has been created successfully
<b>Triggers</b>	The host chooses to begin the game
<b>Preconditions</b>	The session was created successfully More than one user is connected to the game session
<b>Postconditions</b>	The host disconnects from the session All users return to main menu
<b>Main</b>	<ol style="list-style-type: none"> <li>1. (At any time, see EX2)</li> <li>2. Each player rolls a pair of dice to determine the playing order (see EX1)</li> <li>3. Each player chooses an Illuminati group card (see AC1)</li> <li>4. 4 cards are placed face up from the deck (see AC2)</li> <li>5. See Player Turns use case</li> </ol>
<b>Alternate Cases</b>	AC1 A player draws an Illuminati group card <ol style="list-style-type: none"> <li>1. Each player receives their starting money based on their group card</li> </ol> AC2 One or more of the cards turned face up are special cards <ol style="list-style-type: none"> <li>1. The special card is re-added to the deck and re-shuffled</li> <li>2. A new card is drawn from the deck (see AC2)</li> </ol>
<b>Exception Cases</b>	EX1 Two or more players roll the same number <ol style="list-style-type: none"> <li>1. The players all re-roll</li> <li>2. The order between the players is determined by the re-rolls</li> </ol> EX2 A user that is not the host disconnects from the session <ol style="list-style-type: none"> <li>1. The disconnected user is returned to the main menu</li> <li>2. System displays an error to the user</li> <li>3. The disconnected user is allowed to reconnect if they enter the exact name and password they used</li> </ol>

<b>Name</b>	<b>Player Turns</b>
<b>ID</b>	<b>UC_G02</b>
<b>Description</b>	The game has been set-up and pre-game setup has also occurred
<b>Actors</b>	Host and all connected users
<b>Benefits</b>	Allows all players to begin playing the game
<b>Frequency</b>	When the game has been set-up and pre-game has occurred
<b>Triggers</b>	Pre-game has completed
<b>Preconditions</b>	Users have chosen their display name Users have chosen their Illuminati Group card Each user has a starting amount of money The order of players has been determined
<b>Postconditions</b>	A player is deemed the winner All players are disconnected from the session
<b>Main</b>	<ol style="list-style-type: none"> <li>1. (This process continues for all players until a winner is determined)</li> <li>2. (At any action phase, the player can choose to for go an action)</li> <li>3. (At any point during play, a player can enter the pause menu, see AC8)</li> <li>4. Player collects income from all groups from the bank</li> <li>5. Player draws a card from the deck (see AC1, AC2)</li> <li>6. Player takes two “actions” (see AC3)</li> <li>7. Player takes a “free action” (see AC4)</li> <li>8. Player transfers money to adjacent groups (see AC5)</li> <li>9. Player takes special-power actions (see AC6)</li> <li>10. Add targets (see AC7)</li> <li>11. Next player begins their turn (return to Main step 2)</li> </ol>
<b>Alternate Cases</b>	<p>AC1 The card drawn by the user was a group card</p> <ol style="list-style-type: none"> <li>1. The group is placed within the other uncontrolled groups</li> </ol> <p>AC2 The card drawn by the user was a special card</p> <ol style="list-style-type: none"> <li>1. The player determines to place the card face up or down</li> <li>2. The card is placed in front of the player</li> </ol> <p>AC3 The player chooses between 3 actions, attack, money transfer, move a group</p> <ol style="list-style-type: none"> <li>1. See AC3.1, AC3.2, AC3.3</li> </ol> <p>AC3.1 The player chooses to attack another group (see AC3.1.1)</p> <ol style="list-style-type: none"> <li>1. See Attacking Group use case (see AC3.1.1)</li> </ol> <p>AC3.1.1 The player chooses to cancel attack</p> <ol style="list-style-type: none"> <li>1. Return to AC3</li> </ol> <p>AC3.1.2 The player has already attacked this turn</p> <ol style="list-style-type: none"> <li>1. Display error message</li> <li>2. Return to AC3</li> </ol> <p>AC3.2 The player chooses to transfer money</p> <ol style="list-style-type: none"> <li>1. See Money Transfer use case</li> </ol> <p>AC3.3 The player chooses to move a group</p>

	<ol style="list-style-type: none"> <li>1. See Moving A Group use case</li> </ol> <p>AC4 The player chooses between 4 free actions, drop group, aid attack, gift to player, use special</p> <ol style="list-style-type: none"> <li>1. See AC4.1, AC4.2, AC4.3, AC4.4</li> </ol> <p>AC4.1 Player chooses to drop a group</p> <ol style="list-style-type: none"> <li>1. Return the chosen group and all subordinates to the uncontrolled groups (see EX1)</li> </ol> <p>AC4.2 Player chooses to aid an attack</p> <ol style="list-style-type: none"> <li>1. See Aiding A Player use case</li> </ol> <p>AC4.3 Player chooses to give away a card or money to another player</p> <ol style="list-style-type: none"> <li>1. See Gifting To A Player use case</li> </ol> <p>AC4.4 Player chooses to use a special card</p> <ol style="list-style-type: none"> <li>1. See Using A Special Card use case</li> </ol> <p>AC5 Player transfers money</p> <ol style="list-style-type: none"> <li>1. Player chooses giver and receiver for money (see EX1)</li> <li>2. Money is given to the receiver from the giver</li> </ol> <p>AC6 The player chooses to user their special action</p> <ol style="list-style-type: none"> <li>1. See Special Powers use case</li> </ol> <p>AC7 The number of uncontrolled groups is less than 2</p> <ol style="list-style-type: none"> <li>1. See AC7.1</li> </ol> <p>AC7.1 The card drawn was a special card</p> <ol style="list-style-type: none"> <li>1. Discard and redraw until a group is selected</li> </ol> <p>AC8 The player opens the in-game menu</p> <ol style="list-style-type: none"> <li>1. See In-Game Menu use case</li> </ol>
<b>Exception Cases</b>	<p>EX1 The group chosen by the player is not one they own</p> <ol style="list-style-type: none"> <li>1. An error is displayed to the user</li> <li>2. Re-choose group</li> </ol>

<b>Name</b>	<b>Attacking Group</b>
<b>ID</b>	<b>UC_T01</b>
<b>Description</b>	To be used when the player decides to attack another group
<b>Actors</b>	Player, including groups, target
<b>Benefits</b>	Handle attacks by the player
<b>Frequency</b>	At most twice per turn, but only if the attacker has the UFO group, otherwise only once per turn
<b>Trigger</b>	The player chooses to attack another player
<b>Preconditions</b>	Player has initiated an attack on another player's group
<b>Postconditions</b>	Attack has completed, damage done, group standing, money involved has changed
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Choose type of attack (see AC1)</li> <li>2. Attack is announced (see AC2)</li> <li>3. (Other players may choose to intervene) (see AC3)</li> <li>4. Attack is conducted (see EX1)</li> <li>5. Return to Player Turns step 4</li> </ol>
<b>Alternate Cases</b>	<p>AC1 Player picks between attack to control, neutralize or destroy</p> <ol style="list-style-type: none"> <li>1. See AC1.1, AC1.2, AC1.3</li> </ol> <p>AC1.1 Player chooses to attack to control</p> <ol style="list-style-type: none"> <li>1. See Attack to Control use case</li> </ol> <p>AC1.2 Player chooses to attack to neutralize</p> <ol style="list-style-type: none"> <li>1. See Attack to Neutralize use case</li> </ol> <p>AC1.3 Player chooses to attack to destroy</p> <ol style="list-style-type: none"> <li>1. See Attack to Destroy use case</li> </ol> <p>AC2 Attacker cancelled their attack before money was spent</p> <ol style="list-style-type: none"> <li>1. Return to Player Turns step 4, no action taken</li> </ol> <p>AC3 A player that is not an attacker or defender chooses to aid either side</p> <ol style="list-style-type: none"> <li>1. The player adds their power to either defender or attacker</li> </ol>
<b>Exception Cases</b>	<p>EX1 Attack is attempted, but not conducted</p> <ol style="list-style-type: none"> <li>1. System displays error to player</li> <li>2. Action is not taken</li> <li>3. Return to Player Turns step 4</li> </ol>

<b>Name</b>	<b>Attack to Control</b>
<b>ID</b>	<b>UC_A01</b>
<b>Description</b>	The player chooses to attack a group someone owns or an uncontrolled group in an attempt to seize control
<b>Actors</b>	Attacker, target
<b>Benefits</b>	Potentially allows the attacker to gain control of another group
<b>Frequency</b>	Only when an attack to control is announced and made
<b>Trigger</b>	Upon the announcement of an attack and money is spent to conduct the attack
<b>Preconditions</b>	The attack was announced, including the target, assistance and type
<b>Postconditions</b>	If the attacker succeeded the group is now owned by the attacker, including all subordinate groups If the attacker failed, nothing changes
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Roll two dice (see AC1) (see EX4)</li> <li>2. Request aid for attack (see AC2)</li> <li>3. Attacker spends money on attack</li> <li>4. Defender responds (see AC3) (see EX2)</li> <li>5. Return to step 3 until both players stop spending (see AC4)</li> </ol>
<b>Alternate Cases</b>	<p>AC1 The sum of the dice roll is 11 or 12</p> <ol style="list-style-type: none"> <li>1. Automatic failure</li> <li>2. Return to step 4 if a second action has not been taken, otherwise, step 5</li> </ol> <p>AC2 Transferable power added to attacker power</p> <ol style="list-style-type: none"> <li>1. Add transferable (###&lt;-this one) power to the attackers power (this one-&gt;###) (see AC2.1) (see EX1, EX3)</li> </ol> <p>AC3 The defender chooses to defend themselves</p> <ol style="list-style-type: none"> <li>1. Defender can spend money to defend themselves (see AC5)</li> </ol> <p>AC4 The attacker's roll is greater than the defender resistance (see AC5 for a list of different effects on attacks)</p> <ol style="list-style-type: none"> <li>1. Attack failed</li> <li>2. Return to Player Turn step 4 if second action not taken, else return to Player Turn step 5</li> </ol> <p>AC5 List of different effects upon attack (see AC6)</p> <ol style="list-style-type: none"> <li>1. Attacker aids their own attacking group with other groups <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + Aid Power</li> </ol> </li> <li>2. Attacker pays to boost their power <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + 1 * every MB spent</li> </ol> </li> <li>3. The alignment of the attacker group is the same as the defender group <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + 4 * per alignment</li> </ol> </li> <li>4. Defender has their resistance boosted by the power structure <ol style="list-style-type: none"> <li>a. If within 1 of Illuminati, +10, 2 = +5, 3 = +2, &gt;3 = 0</li> </ol> </li> <li>5. Defender pays to boost their resistance <ol style="list-style-type: none"> <li>a. Defender Resistance = Defender Resistance + 1 * every MB spent from Illuminati, + 2 *</li> </ol> </li> </ol>



	<p>every MB spent from group treasury</p> <ol style="list-style-type: none"> <li>6. The alignment of the attacker group is the opposite of the defender group <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power - 4 * per alignment</li> </ol> </li> </ol> <p>AC6 Checks to be made at all points during attack/defense modification</p> <ol style="list-style-type: none"> <li>1. The difference between attacker power and defender resistance is greater than 10 <ol style="list-style-type: none"> <li>a. Stop attack modification</li> </ol> </li> </ol>
<b>Exception Cases</b>	<p>EX1 Group chosen for transferable power is not owned by the attacker or ally</p> <ol style="list-style-type: none"> <li>1. Display error message</li> <li>2. Return to Player Turn step 4</li> </ol> <p>EX2 The amount of money spent by either side makes the roll impossible or automatically fail</p> <ol style="list-style-type: none"> <li>1. Display error message</li> <li>2. Return to Attack to Control step 3</li> </ol> <p>EX3 The player attempts to use a group that has already attacked or aided in an attack on the same turn</p> <ol style="list-style-type: none"> <li>1. System returns error message</li> <li>2. Return to Attack to Control step 3</li> </ol> <p>EX4 The player has no open control arrows</p> <ol style="list-style-type: none"> <li>1. System returns error message</li> <li>2. Return to Attack Group use case</li> </ol>

<b>Name</b>	<b>Attack to Neutralize</b>
<b>ID</b>	<b>UC_A02</b>
<b>Description</b>	The attacker chooses to neutralize a group owned by another player, moving it into the uncontrolled groups
<b>Actors</b>	Attacker, target
<b>Benefits</b>	Allows an attacker to remove a group from the control of another
<b>Frequency</b>	Only when an attack to neutralized is announced and made
<b>Trigger</b>	Upon the announcement of an attack and money is spent to conduct the attack
<b>Preconditions</b>	The attack was announced, including the target, assistance and type
<b>Postconditions</b>	If the attacker succeeded the group is now no longer owned by the defender If the attacker failed, nothing changes
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Roll two dice (see AC1) (see EX4)</li> <li>2. Request aid for attack (see AC2)</li> <li>3. Attacker spends money on attack</li> <li>4. Defender responds (see AC3) (see EX2)</li> <li>5. Return to step 3 until both players stop spending (see AC4)</li> </ol>
<b>Alternate Cases</b>	<p>AC1 The sum of the dice roll is 11 or 12</p> <ol style="list-style-type: none"> <li>1. Automatic failure</li> <li>2. Return to step 4 if a second action has not been taken, otherwise, step 5</li> </ol> <p>AC2 Transferable power added to attacker power</p> <ol style="list-style-type: none"> <li>1. Add transferable (##&lt;-this one) power to the attackers power (this one-&gt;##) (see AC2.1) (see EX1, EX3)</li> </ol> <p>AC3 The defender chooses to defend themselves</p> <ol style="list-style-type: none"> <li>1. Defender can spend money to defend themselves (see AC5)</li> </ol> <p>AC4 The attacker's roll is greater than the defender resistance (see AC5 for a list of different effects on attacks)</p> <ol style="list-style-type: none"> <li>1. Attack failed</li> <li>2. Return to Player Turn step 4 if second action not taken, else return to Player Turn step 5</li> </ol> <p>AC5 List of different effects upon attack (see AC6)</p> <ol style="list-style-type: none"> <li>1. Attacker aids their own attacking group with other groups <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + Aid Power</li> </ol> </li> <li>2. Attacker power is boosted on attacks to neutralize <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + 6</li> </ol> </li> <li>3. Attacker pays to boost their power <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + 1 * every MB spent</li> </ol> </li> <li>4. The alignment of the attacker group is the same as the defender group <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + 4 * per alignment</li> </ol> </li> <li>5. Defender has their resistance boosted by the power structure <ol style="list-style-type: none"> <li>a. If within 1 of Illuminati, +10, 2 = +5, 3 = +2, &gt;3 = 0</li> </ol> </li> </ol>

	<ol style="list-style-type: none"> <li>6. Defender pays to boost their resistance <ol style="list-style-type: none"> <li>a. <math>\text{Defender Resistance} = \text{Defender Resistance} + 1 * \text{every MB spent from Illuminati} + 2 * \text{every MB spent from group treasury}</math></li> </ol> </li> <li>7. The alignment of the attacker group is the opposite of the defender group <ol style="list-style-type: none"> <li>a. <math>\text{Attacker Power} = \text{Attacker Power} - 4 * \text{per alignment}</math></li> </ol> </li> </ol> <p>AC6 Checks to be made at all points during attack/defense modification</p> <ol style="list-style-type: none"> <li>1. The difference between attacker power and defender resistance is greater than 10 <ol style="list-style-type: none"> <li>a. Stop attack modification</li> </ol> </li> </ol>
<b>Exception Cases</b>	<p>EX1 Group chosen for transferable power is not owned by the attacker or ally</p> <ol style="list-style-type: none"> <li>1. Display error message</li> <li>2. Return to Player Turn step 4</li> </ol> <p>EX2 The amount of money spent by either side makes the roll impossible or automatically fail</p> <ol style="list-style-type: none"> <li>1. Display error message</li> <li>2. Return to Attack to Neutralize step 3</li> </ol> <p>EX3 The player attempts to use a group that has already attacked or aided in an attack on the same turn</p> <ol style="list-style-type: none"> <li>1. System returns error message</li> <li>2. Return to Attack to Neutralize step 3</li> </ol> <p>EX4 The target group is not controlled by a player</p> <ol style="list-style-type: none"> <li>1. System returns error message</li> <li>2. Return to Attack Group use case</li> </ol>

<b>Name</b>	<b>Attack to Destroy</b>
<b>ID</b>	<b>UC_A03</b>
<b>Description</b>	The attacker chooses to neutralize a group owned by anyone, removing it from play
<b>Actors</b>	Attacker, target
<b>Benefits</b>	Allows an attacker to remove a group from play entirely
<b>Frequency</b>	Only when an attack to neutralized is announced and made
<b>Trigger</b>	Upon the announcement of an attack and money is spent to conduct the attack
<b>Preconditions</b>	The attack was announced, including the target, assistance and type
<b>Postconditions</b>	<p>If the attacker succeeded the group is now no longer owned by any player and is moved to the dead group pile</p> <p>All subordinates of killed group are now uncontrolled</p> <p>If the attacker failed, nothing changes</p>
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Roll two dice (see AC1) (see EX4)</li> <li>2. Request aid for attack (see AC2)</li> <li>3. Attacker spends money on attack</li> <li>4. Defender responds (see AC3) (see EX2)</li> <li>5. Return to step 3 until both players stop spending (see AC4)</li> </ol>
<b>Alternate Cases</b>	<p>AC1 The sum of the dice roll is 11 or 12</p> <ol style="list-style-type: none"> <li>1. Automatic failure</li> <li>2. Return to step 4 if a second action has not been taken, otherwise, step 5</li> </ol> <p>AC2 Transferable power added to attacker power</p> <ol style="list-style-type: none"> <li>1. Add transferable (##&lt;-this one) power to the attackers power (this one-&gt;##) (see AC2.1) (see EX1, EX3)</li> </ol> <p>AC3 The defender chooses to defend themselves</p> <ol style="list-style-type: none"> <li>1. Defender can spend money to defend themselves (see AC5)</li> </ol> <p>AC4 The attacker's roll is greater than the defender resistance (see AC5 for a list of different effects on attacks)</p> <ol style="list-style-type: none"> <li>1. Attack failed</li> <li>2. Return to Player Turn step 4 if second action not taken, else return to Player Turn step 5</li> </ol> <p>AC5 List of different effects upon attack (see AC6, AC7)</p> <ol style="list-style-type: none"> <li>1. Attacker aids their own attacking group with other groups <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + Aid Power</li> </ol> </li> <li>2. Attacker pays to boost their power <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + 1 * every MB spent</li> </ol> </li> <li>3. The alignment of the attacker group is opposite as the defender group <ol style="list-style-type: none"> <li>a. Attacker Power = Attacker Power + 4 * per alignment</li> </ol> </li> <li>4. Defender has their resistance boosted by the power structure <ol style="list-style-type: none"> <li>a. If within 1 of Illuminati, +10, 2 = +5, 3 = +2, &gt;3 = 0</li> </ol> </li> <li>5. Defender pays to boost their resistance</li> </ol>

	<p>a. Defender Power = Defender Power + 1 * every MB spent from Illuminati, + 2 * every MB spent from group treasury</p> <p>6. The alignment of the attacker group is the same of the defender group</p> <p>a. Attacker Power = Attacker Power - 4 * per alignment</p> <p>AC6 Checks to be made at all points during attack/defense modification</p> <p>1. The difference between attacker power and defender resistance is greater than 10</p> <p>a. Stop attack modification</p> <p>AC7 The defending group has no power</p> <p>1. Unless the card Whispering Campaign is played, the group cannot be directly targeted for destruction</p> <p>2. Return to Attack Group use case</p>
<b>Exception Cases</b>	<p>EX1 Group chosen for transferable power is not owned by the attacker or ally</p> <p>1. Display error message</p> <p>2. Return to Attack Group use case</p> <p>EX2 The amount of money spent by either side makes the roll impossible or automatically fail</p> <p>1. Display error message</p> <p>2. Return to Attack to Destroy step 3</p> <p>EX3 The player attempts to use a group that has already attacked or aided in an attack on the same turn</p> <p>1. System returns error message</p> <p>2. Return to Attack to Destroy step 3</p> <p>EX4 The target group is not controlled by a player</p> <p>1. System returns error message</p> <p>2. Return to Attack Group use case</p> <p>EX5 The target group is itself</p> <p>1. System returns error message</p> <p>2. Return to Attack Group use case</p>

<b>Name</b>	<b>Money Transfer</b>
<b>ID</b>	<b>UC_T02</b>
<b>Description</b>	Player moves money between their controlled groups
<b>Actors</b>	Player
<b>Benefits</b>	Allows the user to move money among their controlled groups as necessary
<b>Frequency</b>	Once per turn
<b>Trigger</b>	The user chooses to move money as one of their two actions per turn
<b>Preconditions</b>	The user has a group other than their Illuminati group
<b>Postconditions</b>	Money has moved between two chosen groups
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Choose a group to transfer money from</li> <li>2. Choose a group to transfer money to</li> </ol>
<b>Alternate Cases</b>	None
<b>Exception Cases</b>	<p>EX1 The player does not have any group other than their Illuminati card</p> <ol style="list-style-type: none"> <li>1. Display error.</li> <li>2. Return to Player Turns Use Case Step 6</li> </ol> <p>EX2 Player transfers more money than they have</p> <ol style="list-style-type: none"> <li>1. Displays error "invalid amount"</li> </ol> <p>EX3 Player tries to transfer money to or from a group they don't own</p> <ol style="list-style-type: none"> <li>1. Display error</li> <li>2. Return to Player Turns Use Case Step 6</li> </ol>

<b>Name</b>	<b>Moving A Group</b>
<b>ID</b>	<b>UC_T03</b>
<b>Description</b>	The player can restructure their controlled groups as the player deems necessary
<b>Actors</b>	Player
<b>Benefits</b>	Allows the user to restructure their groups, including all of the groups that those groups control
<b>Frequency</b>	Once per turn
<b>Trigger</b>	The user chooses to restructure their groups as one of their two actions per turn
<b>Preconditions</b>	The user is in control of another group
<b>Postconditions</b>	The power structure for the player's groups has changed
<b>Main</b>	1. Player moves group(s)
<b>Alternate Cases</b>	None
<b>Exception Cases</b>	EX1 The player does not have any group other than their Illuminati card 1. Return to Player Turn step 4 EX2 Player attempts to move unowned group 1. Display "error" message 2. Return to Player Turns Use Case

<b>Name</b>	<b>Trade to a Player</b>
<b>ID</b>	<b>UC_T05</b>
<b>Description</b>	Players can giveaway or trade groups, special cards, or money
<b>Actors</b>	Players
<b>Benefits</b>	Players can gain necessary cards or lose unnecessary cards
<b>Frequency</b>	Transferring money or special cards can happen anytime during the game
<b>Trigger</b>	Player decides to transfer or trade with another player
<b>Preconditions</b>	During a player's turn Player has something to gift or trade
<b>Postconditions</b>	Gifter loses card or money. Giftee receives card or money
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Choose a player to trade or gift</li> <li>2. Choose what to trade or gift</li> </ol>
<b>Alternate Cases</b>	AC1 Player chooses to transfer group <ol style="list-style-type: none"> <li>1. Can only transfer during the turn of one of the players involved</li> </ol>
<b>Exception Cases</b>	EX1 Player attempts to transfer cash not form an Illuminati Card <ol style="list-style-type: none"> <li>1. Display error message "Cash must transferred to and from Illuminati cards only"</li> <li>2. Return to Player Turns Use Case Step 7</li> </ol> EX3 If Player doesn't anything to gift or trade <ol style="list-style-type: none"> <li>1. Display "error" and return to player turn</li> </ol>



<b>Name</b>	<b>Use a Special Card</b>
<b>ID</b>	<b>UC_T06</b>
<b>Description</b>	Player can choose to use or discard a Special Card
<b>Actors</b>	Player
<b>Benefits</b>	Gives advantage to players who plays the special card
<b>Frequency</b>	Used once either during player's turn or another player's turn depending on restrictions on the card
<b>Trigger</b>	Player announces to use a special card
<b>Preconditions</b>	Player must have a special card
<b>Postconditions</b>	Discard special card after use
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Player announces and decides to use or discard a Special Card when usable (AC1 or AC2 depending on restrictions)</li> <li>2. Player declares an attack (see AC2)</li> <li>3. Player declares to abolish another player's "privilege" (see AC3)</li> <li>4. Special Card effects are activated, affecting the players involved</li> </ol>
<b>Alternate Cases</b>	AC1 The special card has no restrictions <ol style="list-style-type: none"> <li>1. Can use anytime during the game</li> </ol> AC2 The special card has listed restrictions <ol style="list-style-type: none"> <li>1. Card must be used at a specific time depending on the restriction</li> </ol> AC3 Player declares an attack "privileged" <ol style="list-style-type: none"> <li>1. Must discard 1 of player's, who declared it, special cards</li> </ol> AC4 Player declares to abolish another player's "privilege" <ol style="list-style-type: none"> <li>1. Must discard 2 of player's, who declared it, special cards</li> </ol>
<b>Exception Cases</b>	EX1: Player attempts to use a non-special card <ol style="list-style-type: none"> <li>1. Returns to user "cannot use that card as a Special card"</li> </ol>

<b>Name</b>	<b>Special Powers</b>
<b>ID</b>	<b>UC_T07</b>
<b>Description</b>	Player can use special-power actions
<b>Actors</b>	Player
<b>Benefits</b>	Gives a slight advantage to the player near the end of their turn
<b>Frequency</b>	Once per turn
<b>Trigger</b>	Player decides to use special-power
<b>Preconditions</b>	Player's turn Must be done after the 5th sequence of play
<b>Postconditions</b>	Gnomes of Zurich has transferred money Bermuda Triangle has reorganized their groups
<b>Main</b>	1. See AC1
<b>Alternate Cases</b>	AC1 Actions differ for each Illuminati Card 1. The Gnomes of Zurich: May move money freely at end of turn 2. The Bermuda Triangle: May reorganize groups freely at the end of turn
<b>Exception Cases</b>	EX1 If another Illuminati Card attempts to do these actions 1. Do Nothing 2. Return to Player Turns Step 10

<b>Name</b>	<b>In-Game Menu</b>
<b>ID</b>	<b>UC_G03</b>
<b>Description</b>	Menu that allows the user to select what they want
<b>Actors</b>	Player
<b>Benefits</b>	Allows the user to adjust settings or leave the session
<b>Frequency</b>	Whenever the player wants
<b>Trigger</b>	The player presses the button to open the menu
<b>Preconditions</b>	The player is in a game, at any stage
<b>Postconditions</b>	The player returns to the game The player leaves the session
<b>Main</b>	1. Player presses menu button (see AC1)
<b>Alternate Cases</b>	AC1 The player chooses between different menu options 1. Return to game 2. Adjust game settings (see EX1) 3. Leave game session
<b>Exception Cases</b>	EX1 Changing the settings causes the player to leave the game session 1. System displays error to user 2. Return player to main menu 3. Attempt to re-connect player to session

<b>Name</b>	<b>Options</b>
<b>ID</b>	<b>UC_M02</b>
<b>Description</b>	Allows the user to adjust specific game settings
<b>Actors</b>	User
<b>Benefits</b>	Can adjust game settings fit for user's own personal needs
<b>Frequency</b>	Any time before game starts
<b>Trigger</b>	User selects "options" in the in-game menu
<b>Preconditions</b>	Illuminati Game started and running
<b>Postconditions</b>	Game is adjusted according to settings set
<b>Main</b>	<ol style="list-style-type: none"> <li>1. Player selects the options and opens option menu</li> <li>2. Player can select settings within the option menu (see AC1)</li> </ol>
<b>Alternate Cases</b>	AC1: Player chooses settings within the option menu: <ol style="list-style-type: none"> <li>1. Select Display Settings Adjusts game resolution size</li> <li>2. Select Sound Settings Increases or Decreases background music or sound effects</li> <li>3. Select Control Settings Adjust keyboard and mouse mapping controls</li> </ol>
<b>Exception Cases</b>	EX1 Game crashes when changing settings <ol style="list-style-type: none"> <li>1. Display error to user</li> <li>2. If in a game, attempt to re-connect on restart</li> </ol>



