

Diplomacy

Use Cases



Project Development Team:

Ahmed Arbi

Steven Duong

Benson Gao

Eleazar (Eli) Gomez

Michael Scheid

Justin Terry

Vincent Tran

Revision History

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Use Case Identifier	UC-1
Use Case Name	User Registers
Actors	Player/User
Pre-Conditions	<ul style="list-style-type: none"> • Player must have the game installed
Flow of Control	<p>1) User accesses SYSTEM login page by starting the game.</p> <p>2) SYSTEM displays login page</p> <p>3) User selects create account</p> <p>4) SYSTEM changes login page to register page.</p> <p>5) User enters username and password and submits data</p> <p>6) SYSTEM sends information to the backend.</p> <p>7) Backend SYSTEM verifies username is available and SYSTEM creates an account</p> <p>8) SYSTEM informs user an account has been created</p> <p>9) SYSTEM redirects client to user 's dashboard</p>
Post Condition	<ul style="list-style-type: none"> • User account is created • User is logged in and sees their dashboard • User is able to navigate their dashboard and profile
Alternate	<p>8) Username already exists</p> <ul style="list-style-type: none"> • Backend informs system that the username is already exists. • SYSTEM informs user that the username is in user • User repeats 5.

Error Condition	<ul style="list-style-type: none"> • Username and password are left blank. • The entered data in the field are in incorrect format: <ul style="list-style-type: none"> ○ Username is invalid ○ Password is invalid
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds

Use Case Identifier	UC-2
Use Case Name	User Login
Actors	A PC with the game installed/Player
Pre-Conditions	<ul style="list-style-type: none"> • Player must knows his/her username and password
Flow of Control	<p>1) User accesses SYSTEM login page by starting the game</p> <p>2) SYSTEM displays login page</p> <p>3) User enters username and password and submits data</p> <p>4) SYSTEM sends the username and password to the backend</p> <p>5) BACKEND SYSTEM verifies submitted data and authenticates client and sends information back to the user</p> <p>6) SYSTEM redirects client to the dashboard</p>
Post Condition	<ul style="list-style-type: none"> • User is logged in and sees their dashboard • User is able to navigate their dashboard and profile
Alternate	<p>3) User enters invalid username/password</p> <ul style="list-style-type: none"> • Backend informs System the username/password is incorrect. • System informs user that he or she has entered an

	invalid username/password. <ul style="list-style-type: none"> • User goes back to step 3.
Error Condition	<ul style="list-style-type: none"> • Username and password are left blank. • The entered data in the field are in incorrect format: <ul style="list-style-type: none"> ○ Username is invalid ○ Password is invalid
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds • SYSTEM must redirect to the dashboard upon successful login within 1 second • Display error message after 3 unsuccessful attempt and do not allow login for 15 minutes.

Use Case Identifier	UC-3
Use Case Name	Sign out
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • User must be logged into the game
Flow of Control	<p>1) User hits “Sign out” Icon in the game</p> <p>2) SYSTEM saves all relevant actions made by the user prior to logout, and sends it to the BACKEND SYSTEM</p> <p>3) BACKEND SYSTEM saves all information and sends a notification the the front</p> <p>4) SYSTEM informs user that he or she has been logged out.</p>
Post Condition	<ul style="list-style-type: none"> • All relevant data of the session is saved • User is Signed out of the game.
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • NA

Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds

Use Case Identifier	UC-4
Use Case Name	Start Game
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • Player must be in the game's dashboard
Flow of Control	<ol style="list-style-type: none"> 1) User selects start new game. 2) SYSTEM directs user to new game page. 3) User invites other players by entering their username 4) SYSTEM sends a request to the backend 5) The backend validates and sends a response 6) SYSTEM informs user that selected player is invited to the game. 7) User selects game constraints 8) SYSTEM adds game constraints 9) User hits submit 10) SYSTEM sends a request to update the backend. 11) The backend sends request to all other players and creates a game.

Post Condition	<ul style="list-style-type: none"> • Game invitations are sent to selected users. • A new game is created.
Alternate	<p>3) Username does not exist or player player is unavailable</p> <ul style="list-style-type: none"> • Backend informs the SYSTEM the invited user is unavailable • SYSTEM informs user about the invited player. • Player repeats steps 3.
Error Condition	<ul style="list-style-type: none"> • User may enter an invalid username for other players.
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds

Use Case Identifier	UC-5
Use Case Name	Accept Game
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • User must be in the dashboard • The Game invite Icon must be “red”
Flow of Control	<p>1) User hits “Accept/Decline” game invitations on the dashboard</p> <p>2) SYSTEM sends information to the backend</p> <p>3) SYSTEM enters the user into the game by updating the backend, and directs user to the game.</p>
Post Condition	<ul style="list-style-type: none"> • User’s is allowed to play a game that he or she was invited to.
Alternate	<p>3) User declines game</p> <ul style="list-style-type: none"> • Backend does not enter user to the game.

Error Condition	<ul style="list-style-type: none"> • NA
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds

Use Case Identifier	UC-6
Use Case Name	Resume Game
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • Player must have accepted a game • User must be in the dashboard
Flow of Control	<p>1) User hits “Resume Game” icon on the dashboard</p> <p>2) SYSTEM requests game information from the backend.</p> <p>3) The backend sends game information to the front</p> <p>4) System directs user to the game.</p>
Post Condition	<ul style="list-style-type: none"> • User’s selected game is resumed
Error Condition	<ul style="list-style-type: none"> • NA
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds

Use Case Identifier	UC-7a
Use Case Name	Diplomatic Negotiations - One On One Chat
Actors	Player Recipient

Pre-Conditions	<ul style="list-style-type: none"> • Player and Recipient must be in the same game
Flow of Control	<p>1) Player selects recipient to chat with.</p> <p>2) SYSTEM retrieves or creates a chat session and displays previous chat logs with selected recipient from the DB</p> <p>3) Player types message and hits send</p> <p>4) SYSTEM updates chat logs in the DB</p> <p>5) SYSTEM passes message to the recipient</p>
Post Condition	<ul style="list-style-type: none"> • Player is able to see the previous chat logs with selected recipient • Player is able to send and receive messages from selected recipient
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • Player tries to send a blank message <ul style="list-style-type: none"> ◦ SYSTEM doesn't pass any message
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must send messages within 1 seconds

Use Case Identifier	UC-7b
Use Case Name	Diplomatic Negotiations - Group Chat
Actors	Player Recipient(s)
Pre-Conditions	<ul style="list-style-type: none"> • Player and Recipient(s) must be in the same game
Flow of Control	

	<p>1) Player selects "All" chat. UI element UI-42</p> <p>2) SYSTEM creates new chat room in the DB if not already created.</p> <p>3) Player types message and hits send</p> <p>4) SYSTEM updates chat message history in the DB</p> <p>5) SYSTEM passes message to the recipient(s)</p>
Post Condition	<ul style="list-style-type: none"> • Player is able to see the previous chat logs with selected recipient(s) • Player is able to send and receive messages from selected recipient(s)
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • Player tries to send a blank message <ul style="list-style-type: none"> ◦ SYSTEM does not pass any message • Player tries to create a room with 1 recipient <ul style="list-style-type: none"> ◦ SYSTEM opens the one-on-one chat room instead
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must send messages within 1 seconds

Use Case Identifier	UC-8a
Use Case Name	Place Order- Move
Actors	User
Pre-Conditions	<ul style="list-style-type: none"> • Player must be in a game • Diplomatic negotiations have been completed for the season • SYSTEM currently displaying the order menu • Player has at least one unit (fleet or army)
Flow of Control	

	<p>1) User selects “create new order” from the order menu</p> <p>2) SYSTEM displays a drop down for the available units</p> <p>3) User selects the unit</p> <p>4) SYSTEM displays moves drop down</p> <p>5) User selects the move order</p> <p>6) SYSTEM displays location drop down</p> <p>7) User selects the location to move the unit to</p> <p>8) SYSTEM displays save button.</p> <p>9) User chooses to save the order</p> <p>10) SYSTEM locally saves the order, updates the order list, and removes the unit from the list of available units</p>
Post Condition	<ul style="list-style-type: none"> • User is returned to the game board screen • User is given options to create more orders if available • User is given the option to delete an order from the order list
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • The territory the unit is intended to move to is not adjacent to the current territory • The order is not saved to the local order list
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM saves the order and updates units within 1 second • SYSTEM must redirect to the game board or order screen (whichever is applicable) within 2 seconds

Use Case Identifier	UC-8b
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Use Case Name	Place Order - Hold
Actors	User
Pre-Conditions	<ul style="list-style-type: none"> • Player must be in a game • Diplomatic negotiations have been completed for the season • SYSTEM currently displaying the order menu • Player has at least one unit (fleet or army)
Flow of Control	<p>1) User selects “create new order” from the order menu</p> <p>2) SYSTEM displays a drop down for the available units</p> <p>3) User selects the unit</p> <p>4) SYSTEM displays moves drop down</p> <p>5) User selects the hold order</p> <p>6) SYSTEM displays save button.</p> <p>7) User chooses to save the order</p> <p>8) SYSTEM locally saves the order, updates the order list, and removes the unit from the list of available units</p>
Post Condition	<ul style="list-style-type: none"> • User is returned to the game board screen • User is given options to create more orders if available • User is given the option to delete an order from the order list
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • The order is not saved to the local order list
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM saves the order and updates units within 1 second • SYSTEM must redirect to the game board or order screen (whichever is applicable) within 2 seconds

Use Case Identifier	UC-8c
Use Case Name	Place Order - Support
Actors	Player/User
Pre-Conditions	<ul style="list-style-type: none"> • Player must be in a game • Diplomatic negotiations have been completed for the season • SYSTEM currently displaying the order menu • Player has at least one unit (fleet or army) • There must be one other unit that can move to an adjacent territory of the selected unit
Flow of Control	<p>1) User selects “create new order” from the order menu</p> <p>2) SYSTEM displays a drop down for the available units</p> <p>3) User selects the unit</p> <p>4) SYSTEM displays moves drop down</p> <p>5) User selects the support order</p> <p>6) SYSTEM displays three dropdowns location, unit and country they wish to support dropdown.</p> <p>7) User selects the unit they wish to support and where they are moving to</p> <p>8) SYSTEM displays save button.</p> <p>9) User chooses to save the order</p> <p>10) SYSTEM locally saves the order, updates the order list and removes the unit from the list of available units</p>

Post Condition	<ul style="list-style-type: none"> • User is returned to the game board screen • User is given options to create more orders if available • User is given the option to delete an order from the order list
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • The territory the unit is intended to move to is not adjacent to the current territory • The unit the command is supporting is not moving to the stated territory • The order is not saved to the local order list
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM saves the order and updates units within 1 second • SYSTEM must redirect to the game board or order screen (whichever is applicable) within 2 seconds

Use Case Identifier	UC-8d
Use Case Name	Place Order - Convoy
Actors	Player/User
Pre-Conditions	<ul style="list-style-type: none"> • Player must be in a game • Diplomatic negotiations have been completed for the season • SYSTEM currently displaying the order menu • Player has at least one fleet and army • The fleet(s) must be in oceanic territories, the army must be adjacent to the first fleet in the chain, and the last fleet in the chain must be adjacent to a coastal territory
Flow of Control	<p>1) User selects “create new order” from the order menu</p> <p>2) SYSTEM displays a drop down for the available units</p> <p>3) User selects the fleet</p> <p>4) SYSTEM displays moves drop down</p> <p>5) User selects the convoy order</p>

	<p>6) SYSTEM displays two dropdowns army to convoy and where the army is to move.</p> <p>7) User selects the army they wish to convoy and where they are moving to</p> <p>8) SYSTEM displays save button.</p> <p>9) User chooses to save the order</p> <p>10) SYSTEM locally saves the order, updates the order list and removes the unit from the list of available units.</p>
Post Condition	<ul style="list-style-type: none"> • User is returned to the game board screen • User is given options to create more orders if available • User is given the option to delete an order from the order list
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • The last fleet in the chain is not adjacent to the territory the army is moving to • Two fleets in the chain are not adjacent to each other • The order is not saved to the local order list
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM saves the order and updates units within 1 second • SYSTEM must redirect to the game board or order screen (whichever is applicable) within 2 seconds

Use Case Identifier	UC-8e
Use Case Name	Place Order - Delete Existing Order
Actors	User
Pre-Conditions	<ul style="list-style-type: none"> • Player must be in a game • Diplomatic negotiations have been completed for the season • Player must have placed an order without submitting it to the database

	<ul style="list-style-type: none"> • SYSTEM currently displaying the order menu
Flow of Control	<p>1) User clicks delete from the order menu</p> <p>2) SYSTEM gives a dropdown of all orders.</p> <p>3) User then clicks on an order displayed in the order list and hits delete</p> <p>4) SYSTEM locally updates the order list and returns the unit to the list of available units</p>
Post Condition	<ul style="list-style-type: none"> • User is returned to the game board screen • User is given options to create more orders if available • User is given the option to delete an order from the order list
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • The order is not saved to the local order list
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM saves the order and updates units within 1 second • SYSTEM must redirect to the game board or order screen (whichever is applicable) within 2 seconds

Use Case Identifier	UC-9
Use Case Name	Submit Orders
Actors	User
Pre-Conditions	<ul style="list-style-type: none"> • Player must be in a game • Diplomatic negotiations have been completed for the season • Orders have been saved for all units in the order list
Flow of Control	<p>1) User clicks "submit orders"</p> <p>2) SYSTEM waits for round to end</p>

	<p>3) SYSTEM retrieves locally saved orders, evaluates them, and saves round information in DB.</p> <p>4) SYSTEM displays results of the round</p>
Post Condition	<ul style="list-style-type: none"> User is returned to the game board screen
Alternate	<ul style="list-style-type: none"> NA
Error Condition	<ul style="list-style-type: none"> NA
Non-Functional Requirement	<ul style="list-style-type: none"> SYSTEM evaluates the orders and saves the results in the DB within 5 seconds SYSTEM displays the results of the round within 1 second

Use Case Identifier	UC-10
Use Case Name	Retreat or Disband Order
Actors	Player
Pre-Conditions	<ul style="list-style-type: none"> Player must be in a game Order resolution has completed for the initial movement phase Player lost a battle or has more units than supply centers SYSTEM displays the armies/fleets that need to retreat or be disbanded
Flow of Control	<p>1) Player selects retreat destination or disband order</p> <p>2) SYSTEM records orders in DB and waits for retreat/disband phase to end</p> <p>3) SYSTEM evaluates orders and saves retreat/disband phase information in DB.</p> <p>4) SYSTEM displays results of</p>

	the retreat/disband phase
Post Condition	<ul style="list-style-type: none"> • Player should be able to see the results of the retreat/disband phase
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • Player submits 1 or more invalid retreat order <ul style="list-style-type: none"> ◦ SYSTEM notifies the player that order(s) was invalid
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM verifies the retreat/disband orders and sends results within 1 second

Use Case Identifier	UC-11
Use Case Name	Build new unit
Actors	Player
Pre-Conditions	<ul style="list-style-type: none"> • Player must be in a game • Retreat/disband phase has completed • Player must have more supply centers than number of units • Player must have a supply center in their home country that is unoccupied
Flow of Control	<p>1) Player selects type of unit to be built on the supply center</p> <p>2) SYSTEM records orders in DB and waits for build phase to end</p> <p>3) SYSTEM evaluates orders and saves build phase information in DB.</p> <p>4) SYSTEM displays results of the build phase</p>
Post Condition	<ul style="list-style-type: none"> • Player should be able to see the results of the build phase
Error Condition	<ul style="list-style-type: none"> • NA

Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM verifies the build orders and sends results within 1 second
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Use Case Identifier	UC-12
Use Case Name	Leave Session
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • User must be in a game session
Flow of Control	<p>1) User hits “Quit” Icon in the game</p> <p>2) SYSTEM saves all relevant actions made by the user prior to exiting the game session, and sends it to the backend. then directs user to the dashboard.</p>
Post Condition	<ul style="list-style-type: none"> • All relevant data of the session is saved • User is in the dashboard
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • NA
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds • SYSTEM must redirect to the dashboard upon successful login within 1 second

Use Case Identifier	UC-13
Use Case Name	Withdraw
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • User must be in a game session
Flow of Control	

	<p>1) User hits “Withdraw From Game” Icon in the game</p> <p>2) SYSTEM prompts a warning that the user will lose the game and will be humiliated in front of his or her peers</p> <p>3) User accepts the terms</p> <p>4) SYSTEM updates the user’s status in the game by sending this information to the backend, and directs user to the dashboard</p>
Post Condition	<ul style="list-style-type: none"> • User is no longer in a game • User’s land’s are open for anyone to claim a long with the user’s hypothetical wife and daughters and sons are made into slaves. • User is in dashboard.
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • NA
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds • SYSTEM must redirect to the dashboard upon successful login within 1 second

Use Case Identifier	UC-14
Use Case Name	View Game Rules
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • User must be in dashboard
Flow of Control	<p>1) User hits “View Game Rules” Icon in the game</p> <p>2) SYSTEM directs user to the</p>

	rules page
Post Condition	<ul style="list-style-type: none"> • Is in the rules page
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • NA
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds • SYSTEM must redirect to the dashboard upon successful login within 1 second

Use Case Identifier	UC-15
Use Case Name	Respond to Draw
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • User must be in a game session • User must have a draw request
Flow of Control	<p>1) User receives a draw offer.</p> <p>2) User sends a response</p> <p>3) SYSTEM sends draw offer to the backend</p> <p>4) backend records the response of the draw offer.</p>
Post Condition	<ul style="list-style-type: none"> • A draw message is sent
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • NA
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds • SYSTEM must redirect to the dashboard upon successful login within 1 second

Use Case Identifier	UC-16
Use Case Name	Send Draw Offer
Actors	User/Player
Pre-Conditions	<ul style="list-style-type: none"> • User must be in game
Flow of Control	<p>1) User hits send draw to all players.</p> <p>2) SYSTEM sends a draw request to the backend</p> <p>3) The backend forwards the draw offer to all other players.</p>
Post Condition	<ul style="list-style-type: none"> • Draw request is sent to all players.
Alternate	<ul style="list-style-type: none"> • NA
Error Condition	<ul style="list-style-type: none"> • NA
Non-Functional Requirement	<ul style="list-style-type: none"> • SYSTEM must complete validation within 1 seconds • SYSTEM must redirect to the dashboard upon successful login within 1 second