

Use Case Documentation

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Pre Game Use Cases:

Use Case #1	User starts the game
Goal in context	Adjusting game length
Scope and Level	Affects all the game players
Precondition(s)	Checks the number of players
Postcondition(s)	The players play the game following the rules based on the precondition.
Success end condition	A time frame to complete the game is established.
Failed end condition	Desired goal may not be achieved. Timeframe may not be accurate
Primary actors	Users
Secondary actors	None
Trigger	when the user chooses the number of players
Description	<ol style="list-style-type: none">1. The user gets to choose the number of players playing the game.2. The user inputs the name for each player.3. Based on the number of players, the rules for the game changes.4. The duration of the game is decided based on the rules.5. The income for each player is increased based on the number of players.6. The number of special cards in the game changes.
Extension	

Sub - Variations	None
Related Information	
Priority	Low
Performance	Approximately one second
Frequency	Once
Channels to actors	Menu
Open Issues	
Due date	
Superordinate	None
Subordinate	None

Use Case #2	Number of players
Goal in context	Allows the user to choose the number of players
Scope and Level	Affects all the players
Precondition(s)	Must start a new game
Postcondition(s)	There are defined numbers of players in the game
Success end condition	Success is achieved when the number of players are defined
Failed end condition	Number of players is more or less than specified
Primary actors	Players
Secondary actors	None

Trigger	When the user starts a new game
Description	The host can set the number of players playing the game.
Extension	None
Sub - Variations	None
Related Information	
Priority	Medium
Performance	Approximately one second
Frequency	Once
Channels to actors	Menu
Open Issues	
Due date	6/22/2019
Superordinate	None
Subordinate	None

Use Case #3	Start game
Goal in context	Allows the user to start a new game
Scope and Level	Affects all the players
Precondition(s)	The user must host a game
Postcondition(s)	Players are able to play the game
Success end condition	Success is achieved when the user successfully hosts a game
Failed end condition	When the user is not able to start a new

	game
Primary actors	User
Secondary actors	Other players
Trigger	When the user clicks the new game button
Description	The user is able to start a new game and can play with a set of players.
Extension	None
Sub - Variations	None
Related Information	
Priority	High
Performance	Approximately one second
Frequency	Once
Channels to actors	Menu
Open Issues	
Due date	6/22/2019
Superordinate	None
Subordinate	None

Use Case #4	Player name
Goal in context	Allows the player to enter their custom names
Scope and Level	Affects the player
Precondition(s)	Must start a new game

Postcondition(s)	Players use that name for the whole game
Success end condition	Success is achieved when the player can set their custom name
Failed end condition	Game does not load the previous game
Primary actors	Player
Secondary actors	None
Trigger	When the user starts a new game
Description	The player can set their names for their identification in their game while playing the game.
Extension	None
Sub - Variations	None
Related Information	
Priority	Medium
Performance	Approximately one second
Frequency	Once
Channels to actors	Menu
Open Issues	
Due date	6/22/2019
Superordinate	None
Subordinate	None

Use Case #5	Pause game
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Goal in context	Able to pause the game in the middle of the session
Scope and Level	Affects all the game players
Precondition(s)	Game must be in session
Postcondition(s)	Players are able to take a break from the game
Success end condition	Success is if the player is able to pause the game in between
Failed end condition	Game does not pause and keeps going
Primary actors	Players
Secondary actors	None
Trigger	when the players pick the pause button option
Description	<ol style="list-style-type: none"> 1. The players start a game and continue to play. 2. They are able to pause a game in between to take a break.
Extension	None
Sub - Variations	None
Related Information	
Priority	Medium
Performance	Approximately one second
Frequency	Often
Channels to actors	Menu
Open Issues	
Due date	6/22/2019

Superordinate	None
Subordinate	None

Use Case #6	Exit button
Goal in context	Allows the user to quit the game
Scope and Level	Affects all the game players
Precondition(s)	Must start a new game
Postcondition(s)	Players are able to end the game
Success end condition	Success is achieved when the players are able to quit the game
Failed end condition	Game does not quit
Primary actors	Players
Secondary actors	None
Trigger	When the user chooses the exit button
Description	<ol style="list-style-type: none"> 1. The players can choose to quit the game in the beginning. 2. If they choose to quit the game during a session, they can buy going to the main menu
Extension	None
Sub - Variations	None
Related Information	
Priority	Medium
Performance	Approximately one second
Frequency	Once

Channels to actors	Menu
Open Issues	
Due date	6/22/2019
Superordinate	None
Subordinate	None

Game Logic Use Cases:

Use Case #7	Income per turn
Goal in context	To decide the income for each person after each turn
Scope and Level	Affects all players of the game
Precondition(s)	Number of players
Postcondition(s)	Income per round
Success end condition	Success is met when the user gets the desired income
Failed end condition	Expected when the user does not get the desired income after every turn
Primary actors	Players
Secondary actors	None
Trigger	When the number of players is chosen
Description	<ol style="list-style-type: none"> 1. The players gets income after each round takes place. 2. The amount earned varies on the number of players. [Alternate course A]
Extension	Alternate course A: <ol style="list-style-type: none"> 1. Each player gets 2MB if there are 4-6 players after each turn. 2. Each player gets 3MB if there are

	7 players after each turn. 3. Each player gets 5MB if there are 8 players after each turn.
Sub - Variations	None
Related Information	
Priority	Medium
Performance	One full circle
Frequency	Every round
Channels to actors	None
Open Issues	
Due date	06/11/2019
Superordinate	None
Subordinate	User starts the game

Use Case #8	Shuffling Cards
Goal in context	Goal is to shuffle all cards
Scope and Level	The game and all players
Precondition(s)	The illuminati cards have already been selected and the unselected ones removed.
Postcondition(s)	The remaining cards will be shuffled.
Success end condition	The cards will be shuffled.
Failed end condition	None
Primary actors	The game

Secondary actors	None
Trigger	When the users choose their illuminati cards.
Description	<ol style="list-style-type: none"> 1. The system removes the unchosen illuminati cards from play. 2. The system takes all other cards. 3. The system randomizes them. 4. The system places the cards down.
Extension	none
Sub - Variations	none
Related Information	
Priority	High
Performance	Approx 1 second
Frequency	Once per game
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	none
Subordinate	none

Use Case #9	Drawing a Card
Goal in context	Goal is to draw a card
Scope and Level	Player currently taking their turn

Precondition(s)	It is a player's turn. Income has already been collected.
Postcondition(s)	A card will have been drawn.
Success end condition	The player will have drawn a card.
Failed end condition	None
Primary actors	Player who is taking their turn
Secondary actors	None
Trigger	When a user presses the draw card button.
Description	<ol style="list-style-type: none"> 1. The user is prompted that a card must be drawn after income collection. 2. The system outputs a button to press. 3. The user presses the button. 4. The user receives a card from the deck. 5. The player then proceeds to decide his actions.
Extension	<p>4A. If it is a group: it is placed face up in the uncontrolled group area.</p> <p>4B. If it is a special card: the player keeps it.</p>
Sub - Variations	<p>4: If it is a special card: player is presented with a choice.</p> <p>Player is prompted with the choice to place face up or face down the card.</p> <p>Player places said card down.</p>
Related Information	
Priority	High

Performance	Approx 2-5 seconds
Frequency	Once per turn
Channels to actors	Prompt, Button
Open Issues	
Due date	6/11/19
Superordinate	none
Subordinate	none

Use Case #10	First turn
Goal in context	Decides who starts the game first in a session
Scope and Level	Affects all the players
Precondition(s)	Must start a new game
Postcondition(s)	The players are able to start the game
Success end condition	Success is achieved when one of the player gets a high number in dice roll
Failed end condition	When a low number is achieved by all
Primary actors	Players
Secondary actors	None
Trigger	When the user starts a new game
Description	The users are able to roll the dice and the order of who plays first is decided by the number they get from highest to lowest.
Extension	Roll dice

Sub - Variations	None
Related Information	
Priority	Medium
Performance	10-20 seconds
Frequency	Once
Channels to actors	Roll dice option
Open Issues	
Due date	6/22/2019
Superordinate	None
Subordinate	None

Use Case #11	Special cards
Goal in context	Goal is to take advantage of special cards depending on the strategy of other players
Scope and Level	Affects to all players
Precondition(s)	Must read the instructions written on the card before making use of it
Postcondition(s)	Advantage will have been taken
Success end condition	Each of these cards gives an advantage to the player who draws it
Failed end condition	None
Primary actors	Player who is taking their turn
Secondary actors	Remaining players

Trigger	When user have special card
Description	<ol style="list-style-type: none"> 1. The user receives a special card from the deck. 2. The user will check condition or rules written on special card 3. User will take advantage of special card
Extension	If it is a
Sub - Variations	<p>-player is presented with a choice. Player is prompted with the choice to place face up or face down the card. Player places said card down.</p>
Related Information	
Priority	High
Performance	Approx 2-5 seconds
Frequency	Depends on the type of card
Channels to actors	None
Open Issues	
Due date	06/11/19
Superordinate	None
Subordinate	None

Use Case #12	Distribution of cards
Goal in context	Definite set of cards is to be distributed to the players

Scope and Level	Affects all the players
Precondition(s)	Must start a new game
Postcondition(s)	Players have a set of cards that they can use in the game
Success end condition	When the players have the required cards
Failed end condition	When the player does not have all the cards or a card is missing
Primary actors	Players
Secondary actors	None
Trigger	When the user starts a new game
Description	The players are given a definite set of cards during the beginning which is used later in the game. They are also given one card after each turn during the gameplay.
Extension	None
Sub - Variations	None
Related Information	
Priority	Medium
Performance	Approximately one second
Frequency	The whole gameplay
Channels to actors	Card button
Open Issues	
Due date	6/22/2019
Superordinate	None
Subordinate	None

Use Case #13	Transferring a group
Goal in context	Allows the player to transfer groups with another player
Scope and Level	Affects the player and the second player
Precondition(s)	Must own a group
Postcondition(s)	Owns the group or a value of the group
Success end condition	Success is achieved when the group is transferred and desired group or money is obtained.
Failed end condition	Player does not get the desired group or money
Primary actors	Player
Secondary actors	Second player
Trigger	When the user wants to transfer
Description	<ol style="list-style-type: none"> 1. The player may give up a group. 2. The player may trade a group for another group 3. The user may sell the group for money. 4. All the actions must take place during their turn.
Extension	None
Sub - Variations	None
Related Information	
Priority	Medium
Performance	Approximately 10-15 seconds
Frequency	Seldom
Channels to actors	Transfer option
Open Issues	

Due date	6/22/2019
Superordinate	None
Subordinate	None

Use Case #14	Deal binding
Goal in context	Make a deal with any single other player form remaining
Scope and Level	All players
Precondition(s)	User must be clear with his/her strategy before making deal with other player
Postcondition(s)	A card will have been drawn.
Success end condition	The player will agree to make a deal
Failed end condition	None
Primary actors	All players
Secondary actors	None
Trigger	When two players agree to deal
Description	<ol style="list-style-type: none"> 1. One player will ask other players with whom he wants to make a deal 2. If both agrees, they will make a deal according to their profits
Extension	<p>2A. Only applicable when players exchange immediately (A deal is not binding if it involves an exchange of one thing for something in the future)</p>

Sub - Variations	None
Related Information	
Priority	Medium
Performance	Approx 2-5 seconds
Frequency	Depends on players requirement for deal
Channels to actors	None
Open Issues	
Due date	6/12/19
Superordinate	none
Subordinate	none

Use Case #15	Illuminati cards
Goal in context	Goal is to draw an Illuminati card
Scope and Level	All players
Precondition(s)	User starts the game
Postcondition(s)	An illuminati card will have been drawn.
Success end condition	The player will have drawn a card.
Failed end condition	None
Primary actors	All player
Secondary actors	None
Trigger	When a user presses the draw illuminati card button.

Description	<ol style="list-style-type: none"> 1. The user will press the start button game to start game 2. Each player will draw illuminati card one by one 3. Each player places an illuminati card face-up before him
Extension	Leftover Illuminati cards are not used for the remainder of the game
Sub - Variations	None
Related Information	
Priority	High
Performance	Approx 2-5 seconds
Frequency	Once per game
Channels to actors	Prompt, Button
Open Issues	
Due date	6/12/19
Superordinate	none
Subordinate	none

Use Case #16	Cheating
Goal in context	Player tries to cheat in the game
Scope and Level	Affects all the game players
Precondition(s)	Must be in the game session

Postcondition(s)	Player may own more cash, do wrong moves, or even win the game
Success end condition	Player achieves his desire without getting caught
Failed end condition	Player may get caught and may be forced to forfeit the turn
Primary actors	Player
Secondary actors	Other players
Trigger	When the player thinks he is losing
Description	<ol style="list-style-type: none"> 1. The player may try to misread the dice. 2. The player may steal from the bank 3. The player may steal from other players as well.
Extension	None
Sub - Variations	None
Related Information	
Priority	Low
Performance	Approximately 5 - 10 seconds
Frequency	Seldom
Channels to actors	none
Open Issues	
Due date	06/11/2019
Superordinate	None
Subordinate	None

Use Case #17	Free actions
Goal in context	Take any free action during each turn
Scope and Level	all players
Precondition(s)	Only applicable on their individual turn
Postcondition(s)	Can be taken before, between or after a player's regular two actions
Success end condition	Players can take free action like dropping groups, aiding an attack, giving away a special card or money and using a special card
Failed end condition	None
Primary actors	Player whose turn it is
Secondary actors	None
Trigger	player will take any free action according to his/her game
Description	<ol style="list-style-type: none"> 1. Players can only take any free actions when it's their own turn 2. The application will ask user to select any one action in the list of 4 3. The player will choose one action 4. If player selects "dropping groups - follow use case 5 5. If player selects "aiding an attack" - follow use case 6 6. If player selects "giving away a special card" - follow use case 7 7. If player selects "use a special card" - follow use case 8 8. The use case ends
Extension	None
Sub - Variations	None

Related Information	
Priority	High
Performance	10 seconds
Frequency	Same as number of turn
Channels to actors	None
Open Issues	
Due date	On Going
Superordinate	None
Subordinate	None

Use Case #18	Dropping groups
Goal in context	Chose “Dropping groups” free action option depends on players requirement
Scope and Level	all players
Precondition(s)	Only applicable on their individual turn
Postcondition(s)	Can be taken before, between or after a player’s regular two actions
Success end condition	Removing a Group from players Power Structure and returning it to the uncontrolled area
Failed end condition	None
Primary actors	Player whose turn it is
Secondary actors	None
Trigger	player will take advantage of dropping groups according to his/her game

	strategy
Description	<ol style="list-style-type: none"> 1. Players can only take this action when it's their own turn 2. The application will confirm from players before it accepts. 3. Application will remove Group from players Power Structure and returning it to the uncontrolled area 4. The use case ends
Extension	None
Sub - Variations	None
Related Information	
Priority	High
Performance	10 seconds
Frequency	Same as number of turn
Channels to actors	None
Open Issues	
Due date	On Going
Superordinate	None
Subordinate	None

Use Case #19	Aiding an attack
Goal in context	Chose "Aiding an attack" free action option depends on players requirement
Scope and Level	all players
Precondition(s)	Only applicable on their individual turn
Postcondition(s)	Can be taken before, between or after a

	player's regular two actions
Success end condition	To Assist another group
Failed end condition	None
Primary actors	Player whose turn it is
Secondary actors	None
Trigger	Transferable Power is used to assist another Group
Description	<ol style="list-style-type: none"> 1. Players can only take this action when it's their own turn 2. The application will confirm from players before it accepts. 3. It will assist another Group with the help of transferable Power. This counts as part of the attack being aided. 4. The use case ends
Extension	None
Sub - Variations	None
Related Information	
Priority	High
Performance	10 seconds
Frequency	Same as number of turn
Channels to actors	None
Open Issues	
Due date	On Going
Superordinate	None
Subordinate	None

Use Case #20	Giving away a special card or money
Goal in context	Chose “Giving away a special card or money” free action option depends on players requirement
Scope and Level	all players
Precondition(s)	None
Postcondition(s)	May be done at any time, no matter whose turn it is
Success end condition	Money will may get transfer between Illuminati treasuries
Failed end condition	None
Primary actors	None
Secondary actors	None
Trigger	Money may be transferred only between Illuminati treasuries when it goes to another player.
Description	<ol style="list-style-type: none"> 1. Players can only take this action when it's their own turn 2. The application will confirm from players before it accepts. 3. It will transfer money between Illuminati treasuries when it goes to another player. 4. The use case ends
Extension	None
Sub - Variations	None
Related Information	
Priority	High
Performance	10 seconds

Frequency	Same as number of turn
Channels to actors	None
Open Issues	
Due date	On Going
Superordinate	None
Subordinate	None

Use Case #21	Use a special card
Goal in context	Chose “Use special card” free action option depends on players requirement
Scope and Level	all players
Precondition(s)	Only applicable on their individual turn
Postcondition(s)	Can be taken before, between or after a player’s regular two actions
Success end condition	Take advantage of special card
Failed end condition	None
Primary actors	Player whose turn it is
Secondary actors	None
Trigger	Take advantage of special card whenever it is necessary
Description	<ol style="list-style-type: none"> 1. Players can only take this action when it’s their own turn 2. The application will confirm from players before it accepts. 3. It will follow whatever instruction written on the special card 4. The use case ends

Extension	None
Sub - Variations	None
Related Information	
Priority	High
Performance	10 seconds
Frequency	Same as number of turn
Channels to actors	None
Open Issues	
Due date	On Going
Superordinate	None
Subordinate	None

Use Case #22	Transfer money
Goal in context	Transfer money to either master group or a puppet group
Scope and Level	All player
Precondition(s)	None
Postcondition(s)	Can be done as a part of action (Free action) or as part of turn or any time no matter whose turn it is
Success end condition	Money may be moved two or more than two groups in one time
Failed end condition	None
Primary actors	Player whose turn it is
Secondary actors	All players

Trigger	User wants transfer money between groups
Description	<p>If money is getting transferred</p> <ol style="list-style-type: none"> 1. as part of free action - refer use case #7 2. As part of turn - <ol style="list-style-type: none"> i) A player may make two money transfers as part of his turn 3. The use case ends
Extension	None
Sub - Variations	None
Related Information	
Priority	High
Performance	10 seconds
Frequency	N numbers of time
Channels to actors	None
Open Issues	
Due date	On Going
Superordinate	None
Subordinate	None

Use Case #23	Basic Goals
Goal in context	The main way of winning the game
Scope and Level	All players in the game
Precondition(s)	Game must be in progress
Postcondition(s)	No post because the game is won after

Success end condition	If the game is won
Failed end condition	Nobody wins
Primary actors	The users
Secondary actors	None
Trigger	When the users are trying to win
Description	<p>This is the primary way of winning the game</p> <ol style="list-style-type: none"> 1. Player wins by taking control of a set amount of groups 2. 2-3 players, winner need have 13 groups 3. 4 players, winner needs to have 12 groups 4. 4 players, winner needs to have 10 groups 5. 6 players, winner needs to have 9 groups 6. 7-8 players, winner needs to have 8 groups 7. Once the set number of groups is meet then the player wins
Extension	None
Sub - Variations	None
Related Information	This is not the only way to win. Please see special case wins
Priority	High
Performance	End game
Frequency	Once a game
Channels to actors	none
Open Issues	None
Due date	On going

Superordinate	None
Subordinate	None

Use Case #24	Special Goal (the Bermuda Triangle)
Goal in context	Win by collecting at least one example of the ten different alignments
Scope and Level	Player is affected
Precondition(s)	Must be in the Bermuda Triangle group
Postcondition(s)	The player wins in a different way other than the basic way
Success end condition	The player wins
Failed end condition	The player does not win or the player wins in the basic way
Primary actors	Illuminati Player
Secondary actors	The other players not in the Bermuda Triangle
Trigger	Player picks the Bermuda Triangle illuminati group card
Description	<ol style="list-style-type: none"> 1. The game starts 2. Player picks the Illuminati group 3. Player plays 4. Player starts to control alignments 5. The player reaches a total of ten different alignments 6. The Player wins
Extension	If a Group has several alignments, it counts for each of them
Sub - Variations	Player has the ability to reorganize his power structure at the end of each turn

Related Information	
Priority	Medium
Performance	Takes upto 30 minutes to 3 hours
Frequency	Single win
Channels to actors	Reaching 10 alignment groups
Open Issues	Player might have a harder time winning this way
Due date	06/11/2019
Superordinate	none
Subordinate	none

Use Case #25	Special Goal (the Bavarian Illuminati)
Goal in context	Win by controlling Groups with a total power of 35
Scope and Level	Player is affected
Precondition(s)	Must be in the Bavarian Illuminati
Postcondition(s)	The player wins in a different way other than the basic way
Success end condition	The player wins
Failed end condition	The player does not win or the player wins in the basic way
Primary actors	Illuminati Player
Secondary actors	The other players not in the Bavarian Illuminati
Trigger	Player picks the Bavarian illuminati group card

Description	1.The game starts 2.Player picks the Illuminati group 3.Player plays 4.Player starts to control Power groups 5.The player reaches a total power of 35 6.The Player wins
Extension	Player highest Power
Sub - Variations	Player can attack at each turn at the cost of 5 M
Related Information	
Priority	Medium
Performance	Takes upto 30 minutes to 3 hours
Frequency	Single win
Channels to actors	Reaching power level of 35
Open Issues	Player might have a harder time winning this way
Due date	06/11/2019
Superordinate	none
Subordinate	none

Use Case #26	Rolling the Dice
Goal in context	Goal is to roll the dice
Scope and Level	All players
Precondition(s)	A game event occurs in which a dice roll is needed to compare to other values

Postcondition(s)	The dice roll value is given to the other event and handled accordingly.
Success end condition	The dice is rolled and a value is given.
Failed end condition	None
Primary actors	The player who is taking the roll
Secondary actors	None
Trigger	When the user clicks to throw the dice
Description	<ol style="list-style-type: none"> 1. The user is prompted to throw the dice. 2. A throw dice button appears on screen. 3. The user clicks throw dice button. 4. A random value is generated from 2-12. 5. The value is passed on.
Extension	None
Sub - Variations	None
Related Information	
Priority	High
Performance	Approx 2-4 seconds
Frequency	Whenever required for an event
Channels to actors	Prompt, Button
Open Issues	
Due date	6/11/19
Superordinate	none
Subordinate	none

Use Case #27	Alignment (Government)
Goal in context	Implementing government alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.
Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If government, add 4 to effective attack strength. b. If communist, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups.

	a. If government, subtract 4 effective attack strength. b. If communist, add 4 to effective attack strength. 3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy
Subordinate	none

Use Case #28	Alignment (Communist)
Goal in context	Implementing communist alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.

Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If communist, add 4 to effective attack strength. b. If government, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups. <ol style="list-style-type: none"> a. If communist, subtract 4 effective attack strength. b. If government, add 4 to effective attack strength. 3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy

Subordinate	none
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Use Case #29	Alignment (Liberal)
Goal in context	Implementing liberal alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.
Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If liberal, add 4 to effective attack strength. b. If conservative, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups.

	<ul style="list-style-type: none"> a. If liberal, subtract 4 effective attack strength. b. If conservative, add 4 to effective attack strength. <p>3. Continue with attack calculation.</p>
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy
Subordinate	none

Use Case #30	Alignment (Conservative)
Goal in context	Implementing alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.

Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If conservative, add 4 to effective attack strength. b. If liberal, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups. <ol style="list-style-type: none"> a. If conservative, subtract 4 effective attack strength. b. If liberal, add 4 to effective attack strength. 3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy

Subordinate	none
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Use Case #31	Alignment (Peaceful)
Goal in context	Implementing peaceful alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.
Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If peaceful, add 4 to effective attack strength. b. If violent, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups.

	a. If peaceful, subtract 4 effective attack strength. b. If violent, add 4 to effective attack strength. 3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy
Subordinate	none

Use Case #32	Alignment (violent)
Goal in context	Implementing violent alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.

Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If violent, add 4 to effective attack strength. b. If peaceful, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups. <ol style="list-style-type: none"> a. If violent, subtract 4 effective attack strength. b. If peaceful, add 4 to effective attack strength. 3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy

Subordinate	none
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Use Case #33	Alignment (straight)
Goal in context	Implementing straight alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.
Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If straight, add 4 to effective attack strength. b. If weird, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups.

	a. If straight, subtract 4 effective attack strength. b. If weird, add 4 to effective attack strength. 3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy
Subordinate	none

Use Case #34	Alignment (weird)
Goal in context	Implementing weird alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.

Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If weird, add 4 to effective attack strength. b. If straight, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups. <ol style="list-style-type: none"> a. If weird, subtract 4 effective attack strength. b. If straight, add 4 to effective attack strength. 3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy

Subordinate	none
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Use Case #35	Alignment (criminal)
Goal in context	Implementing criminal alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.
Primary actors	Players
Secondary actors	Groups
Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If criminal, add 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups. <ol style="list-style-type: none"> a. If criminal, subtract 4 effective attack strength.

	3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy
Subordinate	none

Use Case #36	Alignment (fanatic)
Goal in context	Implementing fanatic alignment
Scope and Level	All players
Precondition(s)	An attack must be made for alignments to have significance.
Postcondition(s)	The alignments of different cards affects the outcome of the attack.
Success end condition	A card is successfully controlled/neutralized /destroyed.
Failed end condition	A card is not controlled/neutralized/destroyed.
Primary actors	Players
Secondary actors	Groups

Trigger	When an attack is made
Description	<ol style="list-style-type: none"> 1. An attack to control/neutralize is made from one player to another. 2. Compare alignments of the attacking/ defending groups. <ol style="list-style-type: none"> a. If fanatic, subtract 4 to effective attack strength. 3. Continue with attack calculation.
Extension	None
Sub - Variations	<ol style="list-style-type: none"> 1. An attack to destroy is made from one player to another. 2. Compare alignments of the attacking / defending groups. <ol style="list-style-type: none"> a. If fanatic, add 4 to effective attack strength. 3. Continue with attack calculation.
Related Information	
Priority	2
Performance	0-1 seconds
Frequency	Every time an attack is made
Channels to actors	None
Open Issues	
Due date	6/11/19
Superordinate	Attack to control, attack to neutralize, attack to destroy
Subordinate	none

Use Case #37	Attack to Control
Goal in context	Try to control other group

Scope and Level	All players
Precondition(s)	Must be active in the game session
Postcondition(s)	The player must be able to control the group
Success end condition	The player is successfully controlled the other group
Failed end condition	The other group does not get control
Primary actors	Player
Secondary actors	None
Trigger	When user want to secure his game
Description	1. An attack to control/neutralize is made from one player to another.
Extension	None
Sub - Variations	A player may elect to take no actions (not even free actions, free money transfers or special actions) and collect 5 MB for his Illuminati treasury instead. Actions cannot be saved for later turns
Related Information	
Priority	Medium
Performance	Takes upto 10 sec
Frequency	Seldom
Channels to actors	Group button
Open Issues	
Due date	06/12/2019
Superordinate	none

Subordinate	none
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Use Case #38	Attack to Neutralize
Goal in context	Try to Neutralize other group
Scope and Level	All players
Precondition(s)	Must be active in the game session
Postcondition(s)	The player must be able to neutralize the opponent's power
Success end condition	The player is successfully Neutralized the other group
Failed end condition	The other group does not get neutralized
Primary actors	All players
Secondary actors	None
Trigger	When user want to secure his game
Description	<ol style="list-style-type: none"> 1. The target must be a Group that is already controlled by another player. 2. The attacker gains an additional +6 bonus 3. The attacker does not need an open control arrow 4. If the attack succeeds, the target Group and any subordinates are placed in the uncontrolled area. All their money is returned to the bank.
Extension	None
Sub - Variations	A player may elect to take no actions (not even free actions, free money transfers or special actions) and collect 5 MB for his Illuminati treasury instead. Actions cannot

	be saved for later turns
Related Information	
Priority	Medium
Performance	Takes upto 10 sec
Frequency	Seldom
Channels to actors	Group button
Open Issues	
Due date	06/12/2019
Superordinate	none
Subordinate	none

Use Case #39	Attack to Destroy
Goal in context	Try to destroy other group
Scope and Level	All players
Precondition(s)	Must be active in the game session
Postcondition(s)	The player must be able to destroy a group.
Success end condition	The player is successfully destroy the other group
Failed end condition	The other group does not get destroyed.
Primary actors	All players
Secondary actors	None
Trigger	When user want to secure his game

Description	<p>1. The description is as same as Attack to control except:</p> <ol style="list-style-type: none"> 1. The player rolls “power minus power”. 2. Group can saved only when the power of the opponent is greater than the power of the player. 3. Cards with zero power can be destroyed using special cards. 4. The player may destroy a group which he already controls. 5. If the attack is successful, the target goes to the dead pile.
Extension	None
Sub - Variations	A player may elect to take no actions (not even free actions, free money transfers or special actions) and collect 5 MB for his Illuminati treasury instead. Actions cannot be saved for later turns
Related Information	
Priority	Medium
Performance	Takes upto 10 sec
Frequency	Seldom
Channels to actors	Group button
Open Issues	
Due date	06/12/2019
Superordinate	none
Subordinate	none

Use Case #40	Moving a group
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Goal in context	To reorganize users power structure
Scope and Level	Player is affected
Precondition(s)	Must be active in the game session
Postcondition(s)	None
Success end condition	The player is successfully reorganize his power structure
Failed end condition	If user failed to avoid overlapping of puppet
Primary actors	Player
Secondary actors	None
Trigger	When user wants to change his game strategy
Description	<ol style="list-style-type: none"> 1. User can reorganize his power when it's his turn 2. User will look for vacant place and outgoing control arrow to reorganise his power structure 3. If the moving Group has any puppets, then they (and their own puppets, and so on) are also moved.
Extension	None
Sub - Variations	
Related Information	
Priority	High
Performance	3-5 min
Frequency	Possible on individuals each turn
Channels to actors	Group button
Open Issues	

Due date	06/12/2019
Superordinate	none
Subordinate	none

Use Case #41	Special Goal (the Discordian Society)
Goal in context	Win by controlling 5 weird Groups
Scope and Level	Player is affected
Precondition(s)	Must be in the Discordian Society
Postcondition(s)	The player wins in a different way other than the basic way
Success end condition	The player wins
Failed end condition	The player does not win or the player wins in the basic way
Primary actors	Illuminati Player
Secondary actors	The other players not in the Discordian Society
Trigger	Player picks the Discordian society group card
Description	<ul style="list-style-type: none"> 7. The game starts 8. Player picks the Illuminati group 9. Player plays 10. Player starts to control Weird groups 11. The player reaches a total of 5 groups 12. The Player wins
Extension	Player gets an extra +4 on all attempts to control weird Groups
Sub - Variations	None

Related Information	No stratight or government can aid or attack the discordian group
Priority	Medium
Performance	Takes upto 30 minutes to 3 hours
Frequency	Single win
Channels to actors	Collecting 5 weird groups
Open Issues	Player might have a harder time wining this way
Due date	06/11/2019
Superordinate	none
Subordinate	none

Use Case #42	Special Goal (the Gnomes of Zurich)
Goal in context	Win by collecting 150 megaBucks
Scope and Level	Player is affected
Precondition(s)	Must be in the Gnomes of Zurich
Postcondition(s)	The player wins in a different way other than the basic way
Success end condition	The player wins
Failed end condition	The player does not win or the player wins in the basic way
Primary actors	Illuminati Player
Secondary actors	The other players not in the Gnomes of Zurich
Trigger	Player picks the Gnomes of Zurich illuminati group card

Description	1.The game starts 2.Player picks the Illuminati group 3.Player plays 4.Player starts to collect Mega Bucks 5.The player reaches a total of 150 mega Bucks 6.The Player wins
Extension	Player counts treasuries of their whole structure
Sub - Variations	None
Related Information	Move freely among all their groups at the end of a turn
Priority	Medium
Performance	Takes upto 30 minutes to 3 hours
Frequency	Single win
Channels to actors	Reaching 150 megabucks
Open Issues	Player might have a harder time wining this way
Due date	06/11/2019
Superordinate	none
Subordinate	none

Use Case #43	Special Goal (The Network)
Goal in context	Win by collecting 25 points of transferable power
Scope and Level	Player is affected
Precondition(s)	Must be in the Network Illuminati
Postcondition(s)	The player wins in a different way other

	than the basic way
Success end condition	The player wins
Failed end condition	The player does not win or the player wins in the basic way
Primary actors	Illuminati Player
Secondary actors	The other players not in the Network Illuminati
Trigger	Player picks the Network illuminati group card
Description	<ol style="list-style-type: none"> 1.The game starts 2.Player picks the Illuminati group 3.Player plays 4.Player starts to control transferable power 5.The player reaches a total of 25 transferable power 6.The Player wins
Extension	Can draw two cards
Sub - Variations	None
Related Information	Because you can draw two cards it increases the chance of getting transferable points
Priority	Medium
Performance	Takes upto 30 minutes to 3 hours
Frequency	Single win
Channels to actors	Reaching power level of 35
Open Issues	Player might have a harder time winning this way
Due date	06/11/2019
Superordinate	none

Subordinate	none
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Use Case #44	Special Goal (The Servants of Cthulhu)
Goal in context	Win by destroying 8 other Groups
Scope and Level	Player is affected
Precondition(s)	Must be in the servants of Cthulhu
Postcondition(s)	The player wins in a different way other than the basic way
Success end condition	The player wins
Failed end condition	The player does not win or the player wins in the basic way
Primary actors	Illuminati Player
Secondary actors	The other players not in the Servants of Cthulhu Illuminati
Trigger	Player picks the Servants of Cthulhu illuminati group card
Description	<ol style="list-style-type: none"> 1.The game starts 2.Player picks the Illuminati group 3.Player plays 4.Player starts to destroy other groups 5.The player reaches a total of 8 destroyed groups 6.The Player wins
Extension	None
Sub - Variations	None
Related Information	The player gets an +2 when destroying a group
Priority	Medium

Performance	Takes upto 30 minutes to 3 hours
Frequency	Single win
Channels to actors	Destroying 8 groups
Open Issues	Player might have a harder time winning this way
Due date	06/11/2019
Superordinate	none
Subordinate	none

Use Case #45	Special Goal (the Society of Assassins Illuminati)
Goal in context	Win by controlling 6 Violent Groups
Scope and Level	Player is affected
Precondition(s)	Must be in the Society of Assassins
Postcondition(s)	The player wins in a different way other than the basic way
Success end condition	The player wins
Failed end condition	The player does not win or the player wins in the basic way
Primary actors	Illuminati Player
Secondary actors	The other players not in the The Society of Assassins Illuminati
Trigger	Player picks the the Society of Assassins illuminati group card
Description	1.The game starts 2.Player picks the Illuminati group 3.Player plays 4.Player starts to control Violent groups

	5.The player reaches a total of 6 violent groups 6.The Player wins
Extension	Player highest Power
Sub - Variations	None
Related Information	Player gets a +4 when neutralizing an enemy controlled group
Priority	Medium
Performance	Takes upto 30 minutes to 3 hours
Frequency	Single win
Channels to actors	Acurring a total of 6 violent groups
Open Issues	Player might have a harder time winning this way
Due date	06/11/2019
Superordinate	none
Subordinate	none

Use Case #46	Special Goal (the UFO Illuminati)
Goal in context	Win by secretly choosing a different groups goal. This will be your goal to win
Scope and Level	Player is affected
Precondition(s)	Must be in the UFO Illuminati
Postcondition(s)	The player wins in a different way other than the basic way
Success end condition	The player wins
Failed end condition	The player does not win or the player

	wins in the basic way
Primary actors	Illuminati Player
Secondary actors	The other players not in the UFO Illuminati
Trigger	Player picks the UFO illuminati group card
Description	<ol style="list-style-type: none"> 1.The game starts 2.Player picks the Illuminati group 3. Player secretly picks another Illuminati's special goal <ol style="list-style-type: none"> a. The UFOs can keep this a secret or reveal right away 3.Player plays 4.Player starts to collect the appropriate items to win 5.The player reaches the goal 6.The Player wins
Extension	None
Sub - Variations	None
Related Information	May attack or aid twice per turn
Priority	Medium
Performance	Takes upto 30 minutes to 3 hours
Frequency	Single win
Channels to actors	Reaching the desired goal
Open Issues	Player might have a harder time wining this way
Due date	06/11/2019
Superordinate	none
Subordinate	none

End Game Use Cases:

Use Case #47	Winner of the game
Goal in context	Goal is to decide the winner of the game
Scope and Level	Affects the winner
Precondition(s)	Must be playing the game
Postcondition(s)	Wins the game accordingly to the rules
Success end condition	Player wins the game when he meets one of his goals
Failed end condition	Player does not win the game
Primary actors	Player
Secondary actors	Other players
Trigger	When one of the player goals is reached.
Description	<ol style="list-style-type: none">1. The player wins the game when his goals are achieved during the gameplay. [Alt course A]2. Certain number of groups are required to be controlled to win the game.
Extension	Basic goals, Special goals
Sub - Variations	Alt course A: <ol style="list-style-type: none">1. If both the players achieve their goal at the same time, victory is shared between them.
Related Information	
Priority	High
Performance	The whole gameplay duration
Frequency	Once

Channels to actors	Gameplay
Open Issues	
Due date	06/11/2019
Superordinate	Basic goals, Special goals
Subordinate	None

Use Case #48	Elimination
Goal in context	To remove the player from the game
Scope and Level	Player is affected
Precondition(s)	Must be active in the game session
Postcondition(s)	The player can no longer play the game
Success end condition	The player is successfully removed from the game
Failed end condition	The player is still in the game
Primary actors	Player
Secondary actors	None
Trigger	When the player has no more groups to control
Description	<p>13. The player is eliminated from the game when he has no more groups to control after his first turn.</p> <p>14. All this money will go to the bank and his special card will be left unused.</p>
Extension	None
Sub - Variations	If a player leaves the game his groups go uncontrolled, his money goes to the bank

	and his special card is taken out of play.
Related Information	
Priority	Hlgh
Performance	Takes upto 30 minutes to 3 hours
Frequency	Seldom
Channels to actors	Group button
Open Issues	
Due date	06/11/2019
Superordinate	none
Subordinate	none

Use Case #49	Save Game
Goal in context	To save the game and intend to play later
Scope and Level	All players are affected
Precondition(s)	Game must be active and all players must agree to play later
Postcondition(s)	Player can play later
Success end condition	Game quits and the game is successfully saved
Failed end condition	Game does not end or the game is not saved
Primary actors	Player
Secondary actors	None
Trigger	When the players want to continue the

	game at a later time
Description	<ol style="list-style-type: none"> 1. The game is in progress 2. Players decide that it's time to stop playing 3. All players agree to continue current game at a later time 4. Player selects the save and quit option 5. Game saves progress and quits the program 6. Game is then loadable when players want to play again
Extension	None
Sub - Variations	Player quits and does not save the game
Related Information	
Priority	Low
Performance	Quick to quit game
Frequency	Once ever session
Channels to actors	Save and quit button
Open Issues	
Due date	06/11/2019
Superordinate	none
Subordinate	none

UML Diagram

