Assumptions

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1. Games will be played with 4 players.
2. If a player quits, the game will end.
3. Players are allowed to see the current state of the game.
4. Special Characters/Income/Random Events will be ignored (only for this iteration).
5. Players will play according to the proper rules.
   1. Specifically, they won’t abuse rules that the system currently isn’t checking for.

Use Case Descriptions

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**UC-01**: Player Plays Kings 'n Things

Description: This use case describes when a new game of Kings 'n Things is started.

Actors: Players, System

Pre-Condition: Game loaded successfully, players select name and initial order of turns

Main Sequence: 1. System creates playing board.

2. 1-4 Players pick starting locations in order.

3. 1-4 Players select their starting hexes.

4. 1-4 Players take 10 gold, 1 tower, 10 things from the cup.

5. 1-4 Players place things on board.

6. 1-4 Players play a turn according to their turn order.

7. System determines if the game is over.

Post-Condition: A game has ended.

Resulting Event: Game ends.

**UC-02**: Player Plays A Turn

Description: This use case describes the steps of a player playing a turn in Kings 'n Things

Actors: Players

Pre-Condition: Previous turns have ended successfully and the game is not over.

Main Sequence: 1. Players Acquires Gold

1. System verifies that the player acquires correct amount based on the pieces they own.

2. Players Recruits Things.

a. System verifies that they are recruiting the correct amount.

3. Players Moves Things around the board.

a. System verifies that the pieces are being moved correctly.

4. Players Enters Combat.

a. System resolves combat between players and a hex which isn't controlled.

5. Player order changes.

Post-Condition: The Player Order Changes and a turn ends.

Resulting Event: Player Turn Ends.

What’s Missing?

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1. Flying creatures
2. Random events
3. Special income characters
4. Special creatures
5. Initial player order (highest dice roll)
6. Building/upgrading forts
7. Victory conditions
8. Networking

Known Bugs

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1. The rack does not update properly in certain scenarios (mainly during recruiting).
2. Sometimes our thread running the gameloop will not terminate when we close the gui window.
3. The game sometimes uses an inappropriate amount of cpu% (> 70%) during the setup phase.