

Illuminati

Use Case Document

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Name: Start Program

Identifier: UC 1

Description: Start up the game.

Preconditions: User clicks on the .exe application titled "Illuminati".

Postconditions: Player is presented with the loading screen as game boots.

Basic Course of Action:

1. A player wants to play "Illuminati".
 2. The player starts up the game and the application window pops up.
 3. Use case ends.
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Name: Main Menu

Identifier: UC 2

Description: The immediate menu displayed when the game is loaded.

Preconditions: The loading screen as the game is starting up.

Postconditions: Menu is displayed and background music is playing. There are "Start Game", "Options", and "Exit" buttons.

Basic Course of Action:

1. A player starts up the game on his computer
 2. The loading screen is displayed along with the Unity logo.
 3. Main menu is presented to the user.
 4. Use case ends.
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Name: Accessing Settings

Identifier: UC 3

Description: Display settings.

Preconditions: User clicks on "Settings" in the main menu.

Postconditions: The game settings are displayed, such as muting main menu music.

Basic Course of Action:

1. A player wants to view and change the settings.

2. The player clicks on “Settings” in the main menu.
 3. Use case ends.
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Name: Accessing Rulebook

Identifier: UC 4

Description: View rulebook for “Illuminati”.

Preconditions: User clicks on “Options” and then “Rulebook” in the main menu.

Postconditions: Rulebook is displayed and the user can scroll through to the end.

Basic Course of Action:

1. A player wants to read the rules.
 2. The player clicks on “Options” and then “Rulebook”.
 3. Use case ends.
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Name: Create game

Identifier: UC 5

Description: Create a lobby which other players join to start a game

Preconditions: User is in the main menu

Postconditions: User starts the game with multiple people in a lobby.

Basic Course of Action:

1. A player clicks the “create game” option
2. The player sets his custom in-game name. This player is now the “host”.
3. The lobby is created, and displays a code for others to join the lobby
4. When the desired players join, click “start game”
5. Use case ends.

Alternate Case A: Host wants to leave the lobby

A.4 Host clicks the “leave game” option on screen

A.5 The host role is passed onto the next player. If there is no other player, the lobby is deleted.

A.6 Return to step 4 and continue.

Name: Join Game

Identifier: UC 6

Description: A player joins a lobby that another player creates

Preconditions: User is in the main menu

Postconditions: Player joins a lobby of players, and can begin the game when the host decide to

Basic Course of Action:

1. A player clicks the “join game” option
2. The player enters in the code provided by the host
3. The player sets his custom in-game name
4. Player joins a lobby and waits for the host to start the game.
5. Use case ends.

Alternate Case A: Player wants to leave the lobby

A.4 player clicks the “leave game” option on screen

A.5 Return to step 4 and continue.

Name: Begin a game

Identifier: UC 7

Description: Begins a game after the host starts the lobby

Preconditions: User is in a lobby with 2 or more players

Postcondition: The game begins and the first player can start their turn

Basic Course of Action:

1. Players choose their illuminati group
2. Draw designated income on illuminati group (will be automated)
3. Turn four cards face-up; these are “uncontrolled groups”
4. Each player rolls two dice. The order of the players’ turn is based on how high they roll
5. Sequence of play(turn) begins
6. Use case ends

Alternate Case A: UFO

A.6 At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati Group.

A.7 Write down the group chosen, and assume that group's income and special goal

A.8 Return to step 2 and continue

Name: Take a Turn

Identifier: UC 8

Description: The current player, as determined during the Begin Game phase where order of play is established. The current player in this case will be known simply as "the player". Steps 4, 5, and 6 occur simultaneously.

Preconditions: The current player is connected to a game that has already begun and passed the Begin Game phase. The current player has not yet been eliminated.

Postconditions: The player has completed to their satisfaction and ability all of their available actions, free actions, and plans for their turn this round. The next player will take their turn.

Basic Course of Action:

1. The player's turn has begun and all of that player's income is automatically granted based on Groups and Special Abilities.
2. The player's treasuries will all be updated with the collected income.
3. The game draws a card for the player.
4. The player takes two Actions (see Take Action case for more information)
5. The player takes any number of Free Actions (see Take Free Action case for more information)
6. The player uses Group and Illuminati Special Abilities that have not already been enacted (see Special Abilities case for more information)
7. The player ends their turn by clicking the "End Turn" button.
8. The use case ends.

Alternate Course A: The player draws a Group Card.

A.4. The player does not keep the Group Card, and it is instead automatically placed into the uncontrolled area

A.5. The use case continues at step 4 in the Basic Course of Action.

Alternate Course B: The player draws a Special Card.

B.4. The player keeps the Special Card.

B.5. The player chooses to play the Special Card either face-up or face-down.

B.6. The use case continues at step 4 in the Basic Course of Action.

Alternate Course C: Fewer than two uncontrolled Groups in uncontrolled Area at turn end.

C.7. The game automatically draws cards for the player until at least two uncontrolled Groups are present in the uncontrolled area.

C.8. Special cards that are drawn are discarded.

C.9. The use case ends.

Alternate Course D: The game ends.

D.7. As a result of their Actions, the player has accomplished a Basic or Special Goal.

D.8. The player is determined to be the winner of the game.

D.9. The next player does not take a turn, because the game has ended.

D.10. The use case ends.

Alternate Course E: The player chooses to take no Actions.

E.4. The player has opted to void their use of Actions, Free Actions, or Special-Abilities this turn.

E.5. The player ends their turn.

E.6. The player is granted 5 MegaBucks for their illuminati treasury.

E.7. The use case continues at step 7 in the Basic Course of Action.

Name: Take an Action

Identifier: UC 9

Description:

Preconditions: The player taking an Action must be doing so on their own turn. The player has taken less than two Actions in their turn.

Postconditions: The player cannot and has not accumulated any unused Actions between their turns. The player can take another Action if they have only taken one in their turn.

Basic Course of Action:

1. The player decides how they will use an Action.
2. The player left-clicks a Group and accesses the Card Action Menu (see Use Card Action Menu)
3. The player selects their Action from the Card Action Menu (see Alternate Courses).
4. The player continues the play of their turn with one less available Action.
5. The use case ends.

Alternate Course A: The player uses an Action to attack

A.3. The player selects Attack to Control, Attack to Neutralize, or Attack to Destroy from the Card Action Menu (see Attack to Control, Attack to Neutralize, or Attack to Destroy cases).

A.4. The use case continues at step 4 in the Basic Course of Action.

Alternate Course B: The player uses an Action to transfer money

B.3. The player selects Transfer Money from the Card Action Menu (see Transfer Money case).

B.4. The use case continues at step 4 in the Basic Course of Action.

Alternate Course C: The player uses an Action to transfer a Group

C.3. The player selects Transfer Group from the Card Action Menu (see Transfer a Group case)

C.4. The use case continues at step 4 in the Basic Course of Action.

Alternate Course D: The player tries to select a non-highlighted, invalid ATD target

D.3. The player selects an invalid target.

D.4. Nothing occurs upon selecting the invalid target.

D.5. The player still has the option to select valid targets.

D.6. The use case continues at step 3 in the Basic Course of Action.

Name: Attack to Control

Identifier: UC 10

Description: The player is using an Action and choosing to use one of their groups to target an uncontrolled or enemy Group. An Attack to Control, referenced as ATC, is one of three methods of Attack. The player does this in hopes of acquiring the targeted Group and its subordinates.

Preconditions: The player has selected the Group that they will use to Attack with. The attacking Group has not attacked or aided in an attack yet this turn (unless they are the UFOs, then they must not have attacked twice yet). The attacking Group must have an open control arrow. Available targets for attack include enemy-controlled Groups and uncontrolled Groups. Illuminati may not be attacked.

Postconditions: 1. A failed ATC results in the defending Group and its subordinates remaining as they were.

2. A successful ATC results in the targeted Group becoming a puppet to the attacking Group, along with their subordinates (should they have any) being transferred. The placements of these cards must adhere to the Move a Group case guidelines.

Basic Course of Action:

1. Valid targets for an ATC are highlighted by the game.
2. The attacking player declares an ATC by choosing a valid target.
3. The player left-clicks on the target as confirmation.
4. The attacker begins making efforts to increase their odds of rolling a successful attack.
5. The game automatically takes into account the Alignments of the Attack and the target, along with their position in power structure (proximity to Illuminati).
6. The attacker may have Groups aid in attacks with their Transferable Power (see Aid An Attack Using Transferable Power case).
7. The player has one more chance to call off the attack before committing to the attack or before money is spent (for or against the attack).
8. The attacking and defending players each may spend money, in turns, until they have agreed to stop spending (see Spending Money During Attacks).
9. The "Call Off Attack" button becomes unavailable for use (will become greyed out and unclickable).
10. The player clicks the "Attack" button, to finalize the attack. The opposing player must also finalize the attack by clicking the "Defend" button.
11. The required roll is calculated by the game based on subtracting the Attacked Group's Resistance from the Attacking Group's Power. The Alignments, position, Special Abilities, and spent money affect this required roll.

12. The dice are rolled and the outcome of the attack is dependent on whether or not the resulting roll is less than the number calculated in step 7.
13. The resulting Powers, difference, and outcome of the dice roll are displayed.
14. Attack has succeeded or failed.
15. Players are notified of the success/failure of attack.
16. Fulfill the postconditions stated above.
17. The use case ends.

Alternate Course A: The player calls off the attack.

- A.6. The player sees the available “Call Off Attack” button.
- A.7. The player left-clicks the “Call Off Attack” button.
- A.8. The players are notified of the called-off attack.
- A.9. Any Groups aiding the attack retain their ability to attack for the turn, since the attack was not committed.
- A.10. The player does not use an Action.
- A.11. The use case ends.

Alternate Course B: The player automatically fails the attack.

- B.9. The player has rolled an 11 or 12.
- B.10. The attack has failed and the players are notified.
- B.11. Fulfill the failure of attack postcondition.
- B.12. The use case ends.

Alternate Course C: An extra player chooses to interfere with the attack.

- C.8. The extra player chooses to interfere with the attack by either helping the attacker or defender (see Interference of Attack case).
- C.9. Protocol in Interference of Attack case proceeds.
- C.10. The use case continues at step 8 in the Basic Course of Action.

Alternate Course D: The player tries to select a non-highlighted, invalid ATD target

- D.3. The player selects an invalid target.
- D.4. Nothing occurs upon selecting the invalid target.
- D.5. The player still has the option to select valid targets.

D.6. The use case continues at step 3 in the Basic Course of Action.

Name: Attack to Neutralize

Identifier: UC 11

Description: The player is using an Action and choosing to use one of their groups to target an enemy Group. An Attack to Neutralize, referenced as ATN, is one of three methods of Attack. The player does this in hopes of weakening an opposing player's power structure or win conditions.

Preconditions: The player has selected the Group that they will use to Attack with. The attacking Group has not attacked or aided in an attack yet this turn (unless they are the UFOs, then they must not have attacked twice yet). Available targets for attack include enemy-controlled Groups only. Illuminati may not be attacked.

Postconditions: 1. A failed ATN results in the target Group and its subordinates to remain as they were.
2. A successful ATN results in the attacked Group and its subordinates all being transferred to the uncontrolled area. All money that belonged to these neutralized Groups are returned to the bank.

Basic Course of Action:

1. Valid targets for an ATN are highlighted by the game.
2. The attacking player declares an ATN by choosing a valid target.
3. The player left-clicks on the target as confirmation.
4. The attacker begins making efforts to increase their odds of rolling a successful attack.
5. The game automatically takes into account the Alignments of the Attack and the target, along with their position in power structure (proximity to Illuminati).
6. The attacker may have Groups aid in attacks with their Transferable Power (see Aiding Attacks case).
7. The player has one more chance to call off the attack before committing to the attack or before money is spent (for or against the attack).
8. The attacking and defending players each may spend money, in turns, until they have agreed to stop spending (see Spending Money During Attacks).

9. The “Call Off Attack” button becomes unavailable for use (will become greyed out and unclickable).
10. The player clicks the “Attack” button, to finalize the attack. The opposing player must also finalize the attack by clicking the “Defend” button.
11. The required roll is calculated by the game based on subtracting the Attacked Group’s Resistance from the Attacking Group’s Power. The Alignments, position, Special Abilities, and spent money affect this required roll.
12. The dice are rolled and the outcome of the attack is dependent on whether or not the resulting roll is less than the number calculated in step 7.
13. The resulting Powers, difference, and outcome of the dice roll are displayed.
14. Attack has succeeded or failed.
15. Players are notified of the success/failure of attack.
16. Fulfill the postconditions stated above.
17. The use case ends.

Alternate Course A: The player calls off the attack.

- A.6. The player sees the available “Call Off Attack” button.
- A.7. The player left-clicks the “Call Off Attack” button.
- A.8. The players are notified of the called-off attack.
- A.9. Any Groups aiding the attack retain their ability to attack for the turn, since the attack was not committed.
- A.10. The player does not use an Action.
- A.11. The use case ends.

Alternate Course B: The player automatically fails the attack.

- B.9. The player has rolled an 11 or 12.
- B.10. The attack has failed and the players are notified.
- B.11. Fulfill the failure of attack postcondition.
- B.12. The use case ends.

Alternate Course C: An extra player chooses to interfere with the attack.

- C.8. The extra player chooses to interfere with the attack by either helping the attacker or defender (see Interference of Attack case).

C.9. Protocol in Interference of Attack case proceeds.

C.10. The use case continues at step 8 in the Basic Course of Action.

Alternate Course D: The player tries to select a non-highlighted, invalid ATD target

D.3. The player selects an invalid target.

D.4. Nothing occurs upon selecting the invalid target.

D.5. The player still has the option to select valid targets.

D.6. The use case continues at step 3 in the Basic Course of Action.

Name: Attack to Destroy

Identifier: UC 12

Description: The player is using an Action and choosing to use one of their groups to target an enemy Group. An Attack to Destroy, referenced as ATD, is one of three methods of Attack. The player does this in hopes of weakening an opposing player's power structure, modifying their own power structure, or destroying an uncontrolled Group.

Preconditions: The player has selected the Group that they will use to Attack with. The attacking Group has not attacked or aided in an attack yet this turn (unless they are the UFOs, then they must not have attacked twice yet). Available targets for attack include enemy-controlled Groups, friendly-controlled Groups, and uncontrolled Groups. Illuminati may not be attacked.

Postconditions: 1. A failed ATD results in the target Group and its subordinates to remain as they were.

2. A successful ATD results in the attacked Group being moved to the "dead pile" and all of its subordinates being moved to the uncontrolled area.

Basic Course of Action:

1. Valid targets for an ATN are highlighted by the game.
2. The attacking player declares an ATN by choosing a valid target.
3. The player left-clicks on the target as confirmation.
4. The attacker begins making efforts to increase their odds of rolling a successful attack.
5. The game automatically takes into account the Alignments of the Attack and the target, along with their position in power structure (proximity to Illuminati).

6. The attacker may have Groups aid in attacks with their Transferable Power (see Aiding Attacks case).
7. The player has one more chance to call off the attack before committing to the attack or before money is spent (for or against the attack).
8. The attacking and defending players each may spend money, in turns, until they have agreed to stop spending (see Spending Money During Attacks).
9. The “Call Off Attack” button becomes unavailable for use (will become greyed out and unclickable).
10. The player clicks the “Attack” button, to finalize the attack. The opposing player must also finalize the attack by clicking the “Defend” button.
11. The required roll is calculated by the game based on subtracting the Attacked Group’s Power from the Attacking Group’s Power. The Alignments, position, Special Abilities, and spent money affect this required roll.
12. The dice are rolled and the outcome of the attack is dependent on whether or not the resulting roll is less than the number calculated in step 7.
13. The resulting Powers, difference, and outcome of the dice roll are displayed.
14. Attack has succeeded or failed.
15. Players are notified of the success/failure of attack.
16. Fulfill the postconditions stated above.
17. The use case ends.

Alternate Course A: The player calls off the attack.

A.6. The player sees the available “Call Off Attack” button.

A.7. The player left-clicks the “Call Off Attack” button.

A.8. The players are notified of the called-off attack.

A.9. Any Groups aiding the attack retain their ability to attack for the turn, since the attack was not committed.

A.10. The player does not use an Action.

A.11. The use case ends.

Alternate Course B: The player automatically fails the attack.

B.9. The player has rolled an 11 or 12.

B.10. The attack has failed and the players are notified.

B.11. Fulfill the failure of attack postcondition.

B.12. The use case ends.

Alternate Course C: An extra player chooses to interfere with the attack.

C.8. The extra player chooses to interfere with the attack by either helping the attacker or defender (see Interference of Attack case).

C.9. Protocol in Interference of Attack case proceeds.

C.10. The use case continues at step 8 in the Basic Course of Action.

Alternate Course D: The player tries to select a non-highlighted, invalid ATD target

D.3. The player selects an invalid target.

D.4. Nothing occurs upon selecting the invalid target.

D.5. The player still has the option to select valid targets.

D.6. The use case continues at step 3 in the Basic Course of Action.

Name: Aid an Attack Using Transferable Power

Identifier: UC 13

Description: An attacking player will use the transferable power from their other Groups to increase the odds of a successful attack.

Preconditions: Groups that are aiding in the attack have an available attack for the turn, and they have transferable power. These aiding groups cannot spend money from their treasuries to aid the attack.

Postconditions: The groups aiding in the attack have used up an attack for the turn.

Basic Course of Action:

1. During the attack phase, the player may click the "Transfer Power" button.
2. The valid Groups that are available to aid in the attack will be highlighted on the board.
3. The player will select the Groups that they would like to use Transferable Power from.
4. The total transferred Power will be added to the attacking Group's power.
5. The use case ends.

Alternate Course A: The player tries to transfer power from a non-highlighted, invalid target.

A.3. The player selects an invalid target.

- A.4. Nothing occurs upon selecting the invalid target.
 - A.5. The player still has the option to select valid targets.
 - A.6. The use case continues at step 3 in the Basic Course of Action.
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Name: Spend Money During an Attack

Identifier: UC 14

Description: Attacking and defending players may each spend money from their treasuries to increase the odds of their attack or defense.

Preconditions: Two players must be engaged in an attack. Any player can spend money during an attack since interference is allowed. There are, however, limitations regarding which treasuries are used.

Postconditions: Once any amount of money has been confirmed and committed, it can not be retracted. The opposing player(s) may respond by spending more money on the attack.

Basic Course of Action:

1. The player will click the "Spend Money" button on the attack interface.
2. A list of valid treasuries for aid will appear on a spending interface.
3. The player will choose the treasury from which they will make a contribution.
4. The player will input the amount of money they wish to contribute.
5. The money will increase their Power/Resistance depending on whether they are attacking or defending.
6. The use case ends.

Alternate Course A: The player chooses to type a value in for their money contribution.

- A.4. The player may type into the textbox any digits (0-9).
- A.5. If the player has insufficient funds to fulfill the number inputted, then their entire treasury will be contributed.
- A.6. The use case continues at step 5 of the Basic Course of Action.

Alternate Course B: The player chooses to use mouse-input for their money contribution.

- B.4. The player may click an up arrow to increment the money contribution by 1.
- B.5. The player may click a down arrow to decrement the money contribution by 1.
- B.6. If the contribution amount has hit zero, then decrement it will do nothing.

B.7. If the player has insufficient funds to fulfill the number inputted, then their entire treasury will be contributed.

B.8. The use case continues at step 6 of the Basic Course of Action.

Alternate Course C: The player chooses to cancel spending money on the attack.

C.2. The player clicks the “Cancel” button on the spending interface.

C.3. The spending interface closes.

C.4. The use case ends.

Alternate Course D: The player is the initial Attacker.

D.3. The player may choose to contribute from their Illuminati or attacking Group treasuries only.

D.4. The player will input the amount of money they wish to contribute.

D.5. This money increases the Power of the attack at a 1:1 ratio.

D.6. The use case ends.

Alternate Course E: The player is the initial Defender.

E.3. The player may choose to contribute from their Illuminati or defending Group treasuries only.

E.4. The player will input the amount of money they wish to contribute.

E.5. The money contributed from the defending Group's treasury increases resistance at a 2:1 resistance/money ratio.

E.6. The money contributed from the Illuminati treasury increases the resistance at a 1:1 ratio.

E.7. The use case ends.

Alternate Course F: The player is interfering with the attack.

F.3. The player may contribute only from their Illuminati treasury.

F.4. The player will input the amount of money they wish to contribute.

F.5. The money contributed from the interferer affects power or resistance at a 1:1 ratio.

F.6. The use case ends.

Name: Interfere with an Attack

Identifier: UC 15

Description: A player who wants to push a particular agenda may find interest in interfering with an attack by helping the attacker or defender.

Preconditions: Two players must be engaged in an attack.

Postconditions: The result of an attack has been affected due to the interference of this player.

Basic Course of Action:

1. The player has called interference of the attack by clicking the “Interfere” button during the attack sequence.
2. The interfering player may contribute money from their Illuminati treasury at a 1:1 ratio, improving either the attacker’s Power or the defender’s resistance.

Alternate Course A: The attacker prevents interference by declaring the attack Privileged.

A.1. No player may click the “Interfere” button for the remainder of the attack, unless Privilege has been abolished.

A.2. The use case ends.

Name: Declare Privilege

Identifier: UC 16

Description: The attacker prevents interference of their attack by another player.

Preconditions: The attacker must declare privilege immediately upon declaring their attack.

Postconditions: 1. Nobody may interfere for the remainder of the attack.

2. If Privilege has been abolished, then interference may resume for the remainder of the attack and the Privilege cannot be reinstated.

Basic Course of Action:

1. The attacking player will have the option to declare the attack Privileged by clicking the “Privilege” button when declaring their attack.
2. The attacker will be displayed their Special Cards.
3. The attacker must choose a Special card to discard by clicking it.
4. The attacker must finalize their discard by clicking the “OK” button.
5. The use case ends.

Alternate Course A: The attacking player is the Bavarian Illuminati and chooses not to use it.

A.2. The player will be presented with a small interface giving them the option to declare privilege by sacrificing a Special Card or paying 5 MB from their treasury.

A.3. The player chooses to sacrifice the Special Card by clicking the option.

A.4 The use case continues at step 2 of the Basic Course of Action.

Alternate Course B: The attacking player is the Bavarian Illuminati and chooses to use it.

B.2. The player will be presented with a small interface giving them the option to declare privilege by sacrificing a Special Card or paying 5 MB from their treasury.

B.3. The player chooses to pay 5 MB by clicking the option.

B.4. This Special Ability cannot be done again this turn.

B.5. The use case ends.

Alternate Course C: The player chooses to cancel their declaration of a privileged attack.

C.4. The player may choose to cancel the declaration by clicking the “Cancel” button while being shown their Special Cards.

C.5. The use case ends.

Name: Abolish Privilege

Identifier: UC 17

Description: A player may abolish another player’s privileged attack, allowing them and other players to interfere with the attack.

Preconditions: An attacking player has declared a Privileged attack. Privilege has not already been abolished for this attack. Any player can abolish Privilege.

Postconditions: The attack is no longer Privileged, and the attacker cannot reinstate Privilege for this attack.

Basic Course of Action:

1. Now that an attacker has declared a Privileged attack, an “Abolish Privilege” button will appear.
2. The player choosing to abolish privilege will be given an interface displaying their Special Cards.

3. The player will select two Special Cards by clicking on them.
4. The player will finalize their Special Cards selection by clicking the “Okay” button.
5. The use case ends.

Alternate Course A: The player chooses to cancel their abolishing of Privilege.

A.3. The player can choose to cancel their decision by clicking the “Cancel” button instead of the “Okay” button.

A.4. The use case ends.

Alternate Course B: The player has the Deep Agent Special Card and chooses to use it.

B.2. The player will be shown a small interface, giving them the option to sacrifice two Special Cards or to use their Deep Agent Special Card.

B.3. The player will click the option to discard two Special Cards.

B.4. The use case continues at step 2 of the Basic Course of Action.

Alternate Course C: The player has the Deep Agent Special Card and chooses not to use it.

B.2. The player will be shown a small interface, giving them the option to sacrifice two Special Cards or to use their Deep Agent Special Card.

B.3. The player will click the option to use the Deep Agent Special Card.

B.4. The use case ends.

Name: Use Special Ability

Identifier: UC 18

Description: Group and Illuminati cards are sometimes capable of enacting some kind of Special Ability that is specific to that card.

Preconditions: The player owns a card with some kind of Special Ability. The player must adhere to the conditions of this Special Ability.

Postconditions: The special ability is exhausted according to the conditions, or persistent according to the conditions.

Basic Course of Action:

1. The player may click on a Group or Illuminati card to access the Card Action Menu (see Use Card Action Menu case).

2. The player may click Use Special Ability from the Card Action Menu.
3. The Special Ability is enacted to that card's specifications.
4. The use case ends.

Alternate Course A: Special ability describes being able to do something at end of turn.

- A.4. The player can make no more Actions outside of the conditions of the Special Ability.
- A.5. The player's only option will be to end the ability, which ends their turn.
- A.6. The player will click the "End Ability" button once they have finished with the Ability, and their turn ends.
- A.7. The use case ends.

Alternate Course B: Special ability describes being able to do something at beginning of turn.

- B.1. The player's turn begins.
- B.2. The Special Ability is automatically enacted.
- B.3. The player continues with the Special Ability.
- B.4. The player finishes with the Special Ability.
- B.5. The player clicks the "Okay" button.
- B.6. The player may continue with the rest of their turn.
- B.7. The use case ends.

Alternate Course C: Special ability describes some condition on "any attempt".

- C.1. The player does not need to manually activate an "any attempt" Special Ability.
- C.2. The "any attempt" bonuses will be automatically factored into that card's actions.
- C.3. The use-case ends.

Name: Take a Free Action

Identifier: UC 19

Description: There are Free Actions which a player can take on their turn, and do not count towards their two Actions. Trading money and Special Cards can be done outside of a player's turn.

Preconditions: They must have the available resources to complete the corresponding Free Actions.

Postconditions: It is still the player's turn and they are allowed to make more Free Actions.

Basic Course of Action:

1. The player chooses to take a Free Action of either Dropping Groups, Aiding an Attack, Giving Away a Special Card or Money, or Using a Special Card.
2. Case by case scenarios provided in Alternate Courses.
3. The use case ends.

Alternate Course A: The player chooses to drop a group(s).

A.2. The player chooses to change their power structure by dropping a group.

A.3. The player clicks on the card they wish to drop.

A.4. The player accesses the Card Action Menu.

A.5. The player clicks on Drop Group, in the Card Action Menu.

A.6. The Group and any subordinates are automatically moved to the uncontrolled area.

A.7. The use case ends.

Alternate Course B: The player chooses to aid an attack.

B.1. The player chooses to use transferable powers to aid an attack. (see Aid An Attack Using Transferable Power)

B.2. The use case ends.

Alternate Course C: Any player chooses to give/trade Special Cards.

C.1. Any player wants to engage in trading/giving Special Cards.

C.2. A player who wants to give a Special Card will click it.

C.3. The player will click the "Give" option.

C.4. The player will be displayed the nicknames and respective Illuminati.

C.5. The player will click the name of who they wish to give the Card to.

C.6. The player clicks "Okay".

C.7. The use case ends.

Alternate Course D: Any player chooses to give/trade Money.

D.1. Any player wants to engage in trading/giving money.

- D.2. A player who wants to give money will click their Illuminati Card.
- D.3. The player will click the “Give” option.
- D.4. The player will be displayed the nicknames and respective Illuminati.
- D.5. The player will click the name of who they wish to give the Card to.
- D.6. The player clicks “Okay”.
- D.7. The player will either type (digits 0-9) or increment/decrement an amount of money using buttons.
- D.8. The player has one last change to click “Cancel” to cancel the transfer.
- D.9. The player clicks “Okay” to confirm.
- D.10. The use case ends.

Alternate Course E: The player chooses to use a Special Card.

- E.1. The player wants to use a Free Action by using a Special Card.
- E.2. The player clicks on the Special Card they want to use.
- E.3. The player selects the “Use” option in the Card Action Menu.
- E.4. The conditions of the card are fulfilled.
- E.5. The use case ends.

Alternate Course F: The player chooses to use the Bribery Special Card.

- F.4. Continue from step E.4. in Alternate Course E.
- F.5. Use of the Bribery card does not count as a free turn and an Action is used.
- F.6. The use case ends.

Name: Transfer Money Between Groups

Identifier: UC 20

Description: A player is allowed to transfer money between their groups twice in a turn without using actions, while any transfers thereafter will count as an Action.

Preconditions: It is the player’s turn who wants to transfer money between groups. The player has not already exhausted their two transfers, and their two actions.

Postconditions: The player has successfully transferred funds within the power structure.

Basic Course of Action:

1. The player wants to transfer money from one Group to its puppet or its master.
2. The player clicks the group to transfer money from.
3. The player clicks the “Transfer Money” option.
4. The player enters the amounts through keyboard digit inputs (0-9), or by incrementing/decrementing using buttons.
5. The player has one last chance to click the “Cancel” button to cancel the transfer.
6. The player clicks the “Okay” button to finalize the transfer.
7. This was not the third or greater money transfer that the player made in this turn, so it does not use an Action.
8. The use case ends.

Alternate Course A: The player has already made at least two transfers prior to this one.

A.7. This was the third or greater money transfer that the player made in this turn, so it counts as an Action.

A.8. The use case ends.

Name: Move a group

Identifier: UC 21

Description: A player may reorganize his Power Structure by moving a group.

Preconditions: User clicks the “organize” button.

Postconditions: Cards are now displayed in the new order, without any overlap.

Basic Course of Action:

1. A player wants to reorganize his Power Structure by moving a Group to a vacant outgoing control arrow.
 2. The player clicks on each separate card and its new position.
 3. Each empty position is highlighted when the cursor is placed over it.
 4. No overlapping is allowed so any puppet that cannot be prevented from overlapping is lost.
 5. Use case ends.
-

Name: Transfer a group

Identifier: UC 22

Description: Groups may be sold, traded, or given away for free.

Preconditions: It must be a player's turn in order for them to transfer.

Postconditions: Cards have been traded and any new cards/MB can be seen in the deck.

Basic Course of Action:

1. When it's a player's turn they can hit the "transfer" button.
 2. The player will select which other player they choose to make the transfer with. The other player may choose to offer a Group in return, based on their agreements.
 3. Each Group exchanged counts as one action, so a Group-for-Group trade counts as two actions.
 4. If you wish to give away your group for free, the other player must hit the "accept" button.
 5. Any overlapping cards will become lost.
 6. Use case ends.
-

Name: View another player's board/power structure

Identifier: UC 23

Description: A player is able to see another person's board

Preconditions: User is in-game, and there is more than one person in that game

Postconditions: Player is able to see another person's board/power structure

Basic Course of Action:

1. A player clicks on the desired player's icon on the right side of the screen
2. The player is able to see the other player's board/power structure
3. To exit, click on your own icon on the right side of the screen
4. Use case ends

Alternate Case A: Player wants to see another player's board/power structure

A.5 The player clicks on a different person's icon

A.6 Return to step 2 and continue

Name: Viewing a card

Identifier: UC 24

Description: A player is able to view the card, displaying the card picture and stats or special effects.

Preconditions: User is in game and is viewing a player's board (either their own or another player's board)

Postconditions: Player is able to see an enlarged version of the card, including any stats or special effects.

Basic Course of Action:

1. A player hovers over a card and clicks it
 2. A dropdown menu appears
 3. The user clicks the "view card" option in the dropdown menu
 4. The player clicks the 'x' button on the top right corner of the card to exit the enlarged view
 5. Use case ends.
-

Name: Peeking at a Card

Identifier: UC 25

Description: A player may peek at his opponent's deck, but with a twist.

Preconditions: User clicks the "peek" button.

Postconditions: User has seen one card of the other player's deck.

Basic Course of Action:

1. A player will navigate their view to an opponent's board and power structure.
2. The player clicks on a face-down card.
3. The player clicks the "Peek" option in the Card Action Menu.
4. The peeked card will be displayed as long as the player has not clicked the "Stop Peeking" button.
5. The player clicks the "Stop Peeking" button.
6. The opposing player is notified for the duration of and after the peek.
7. The use case ends.

Name: Catching a Cheater

Identifier: UC 26

Description: The digital method of catching someone peeking.

Preconditions: Player is temporarily notified of the peeking.

Postconditions: The notification is removed and if the player was not paying attention, he may have missed it.

Basic Course of Action:

1. A blinking red light is shown at the card that was peeked at.
 2. The light disappears after 5 seconds so it is possible to get away with cheating.
 3. Use case ends.
-

Name: Deck Runs Out of Cards

Identifier: UC 27

Description: There are no more cards remaining in the deck and the uncontrolled area has become empty.

Preconditions: The game has begun and an extensive number of turns have exhausted all uncontrolled Groups.

Postconditions: The game ends and a winner is declared based on how many Groups they have ended the game with.

Basic Course of Action:

1. There are no more cards in the deck and the uncontrolled area is now empty.
 2. When this happens, the game will add up the total Power of each player's Group.
 3. An additional point is awarded for each group that a player controls.
 4. Use case ends.
-

Name: Losing a game

Identifier: UC 28

Description: A player can lose a game given a few possible preconditions.

Preconditions: If a player has no groups besides their Illuminati card, they lose the game.

Postconditions: Game is over.

Basic Course of Action:

1. A player has no groups besides the Illuminati card.
2. If he loses, he is met with a "Defeat" signage on his display.
3. The player still has the option to spectate the game or he can hit "Quit" to exit the program.
4. Use case ends.

Alternate Course A: The deck has run out of cards.

A.1. See UC 27.

A.2. The use case ends.

Name: Victory of a game

Identifier: UC 29

Description: A player wins the game by achieving a basic goal, or their special goal

Preconditions: User is in game, and there is more than one player

Postconditions: Player wins the game

Basic Course of Action:

1. Player controls a certain amount of groups based on the amount of players in a game
OR accomplish specific goals
2. 2-3 players: 13 groups
3. 4 players : 12 groups
4. 5 players: 10 groups
5. 6 players: 9 groups
6. 7 or 8 players : 8 groups
7. Player wins the game, and the game ends. Players are sent back to the lobby to start a new game

8. Use case ends

Alternate Case A: Bavarian Illuminati

A.9 Control groups with a total power of 35 or more (including their own power of 10.

A.10 Return to step 7 and continue

Alternate Case B: Bermuda Triangle

B.11 Control at least one Group of each alignment. A group with more than one alignment counts for each of its alignments

B.12 Return to step 7 and continue

Alternate Case C: Discordian Society

C.13 Control 5 weird groups

C.14 Return to step 7 and continue

Alternate Case D: Gnomes of Zurich

D.15 Collect 150 megabucks (in the whole Power Structure's treasuries)

D.16 Return to step 7 and continue

Alternate Case E: The network

E.17: Control groups with a total Transferable Power of 25(including their own 7)

E.18 Return to step 7 and continue

Alternate Case F: Servants of Cthulhu

F.19 Destroy eight Groups

F.20 Return to step 7 and continue

Alternate Case G: Society of Assassins

G.21 Control six Violent Groups

G.22 Return to step 7 and continue

Alternate Case H: UFO

H.23 At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati Group.

H.24 Write down the group chosen, and complete their goal

H.45 Return to step 7 and continue

Name: Exiting the program

Identifier: UC 30

Description: A player quit the program and close it

Preconditions: User is in the main menu

Postcondition: The game will be closed

Basic Course of Action:

1. Player click 'exit game' option in the main menu
2. Use case ends