|  |  |  |
| --- | --- | --- |
| **USE CASE # 1** | **Preparing game** | |
| **Goal in Context** | Successfully open and prepare game | |
| **Scope & Level** |  | |
| **Preconditions** | Game has been downloaded onto the User's computer. Game has yet to be used, no memory of any games, preset settings. | |
| **Success End Condition** | New user added, new game added to the log. | |
| **Failed End Condition** | Game glitches | |
| **Primary Actors** | User (Player) | |
| **Secondary Actors** | Other users (Players) | |
| **Trigger** | Game is downloaded onto the computer system, and the game is opened. | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1a*** | Game is opened. |
| ***1b*** | Game displays login screen |
| ***2a*** | User clicks on Quit button |
| ***2b*** | Game is closed |
| ***3a*** | User clicks on Settings button |
| ***3b*** | Settings screen is displayed |
| ***4a*** | User clicks on Start button |
| ***4b*** | Game begins to start |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***3a-b*** | User clicks on No Sound |
| ***3a-b*** | User clicks on No Notification |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1-4*** | User quits |
| ***1-4*** | User clicks on Back button |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 2** | **Starting the game** | |
| **Goal in Context** | Successfully implement game ending with score and winner | |
| **Scope & Level** |  | |
| **Preconditions** | “Start Game” has been chosen | |
| **Success End Condition** | Game is started successfully until user takes action | |
| **Failed End Condition** | Game glitches and causes game to restart/stop | |
| **Primary Actors** | Player in turn | |
| **Secondary Actors** | Other players | |
| **Trigger** | Start button is pressed | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1a*** | Each user picks an Illuminati Card |
| ***1b*** | Game places card into users’ deck |
| ***1c*** | The card face-up on their deck |
| ***1d*** | Draw indicated income from the bank |
| ***1e*** | Shuffle remaining cards |
| ***1f*** | Place them face down |
| ***1g*** | Turn four cards face up - “Uncontrolled Groups” |
| ***2a*** | All players roll 2 dice |
| ***2b*** | Player with the highest roll goes first |
| ***2c*** | Sequence of Play begins |
| ***3a*** | User collects income |
| ***3b*** | Game adds income from card into user’s income stats |
| ***4a*** | User draws a card |
| ***4b*** | If card is a group, it is placed face up in center of table |
| ***4c*** | If it is a Special card then the game adds card to player’s deck |
| ***4d*** | Game allows user to choose two actions |
| ***EXTENSIONS*** | ***Step*** |  |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** |  |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 3** | **Attack to Control** | |
| **Goal in Context** | Control the group that the player chooses to attack | |
| **Scope & Level** |  | |
| **Preconditions** | The attacking group must have at least one outward-pointing arrow open | |
| **Success End Condition** | The attacking group was able to control the group they attacked. The success of the attack is determined by rolling two dice. To find the roll required for a successful attack, subtract the defending Group’s Resistance from the attacking Group’s Power. | |
| **Failed End Condition** | The attacking group was not able to control the group they attacked. A roll of 11 or 12 is an automatic failed attack. | |
| **Primary Actors** | Player attacking | |
| **Secondary Actors** | Player being attacked and/or player(s) assisting the attack | |
| **Trigger** | Player chooses to use one of their two actions to attack | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | The player announces which group is attacking, who is being attacked, and what type of attack it is |
| ***2*** | Player rolls two dice |
| ***3*** | Another player may aid an attack and add their transferable power to attacking group |
| ***4*** | Attacker may choose to spend money to improve the chances of success |
| ***5*** | Attack either succeeds or fails |
| ***6*** | The group that attacked may transfer some/all of its treasury to the group it just captured |
| ***EXTENSIONS*** | ***Step*** | ***Action*** |
| ***2a*** | If the roll is 11 or 12, the attack is a failure. |
| ***3a*** | If a group has transferable power, then that group may assist the attacking group |
| ***5a*** | If it succeeds, the group is captured and added to the attacking player’s power structure, next to its captor |
| ***5b*** | If the captured group has also captured other groups, then those “puppets” are also transferred to the attacking player’s power structure |
| ***5c*** | If it fails, the defending group remains in the same position |
| ***5d*** | Half of the group’s money goes to the captor and half goes to the bank |
| ***SUB-VARIATIONS*** | ***Step*** |  |
| ***1a*** | **Calling off an attack: refer to Use Case #7** |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 4** | **Attack to Neutralize** | |
| **Goal in Context** | Neutralize the group that the player chooses to attack | |
| **Scope & Level** |  | |
| **Preconditions** | The target must be a group that is controlled by another player. The attacking group does not need an open outward-pointing arrow. Attacker gains a +6 point bonus | |
| **Success End Condition** | The attacking group was able to neutralize the group they attacked. The success of the attack is determined by rolling two dice. To find the roll required for a successful attack, subtract the defending Group’s Resistance from the attacking Group’s Power. The defending group returns to the uncontrolled area. | |
| **Failed End Condition** | The attacking group was not able to neutralize the group they attacked. A roll of 11 or 12 is an automatic failed attack. The group remains in the player’s power structure | |
| **Primary Actors** | Player attacking | |
| **Secondary Actors** | Player being attacked, and player(s) assisting the attack (if any) | |
| **Trigger** | Player chooses to use one of their two actions to attack | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | The player announces which group is attacking, who is being attacked, and what type of attack it is |
| ***2*** | Roll two dice |
| ***3*** | Another player may aid an attack |
| ***4*** | Attacker may choose to spend money to improve the chances of success |
| ***5*** | Attack either succeeds or fails |
| ***6*** | The group that attacked may transfer some/all of its treasury to the group it just captured |
| ***EXTENSIONS*** | ***Step*** |  |
| ***2a*** | If the roll is 11 or 12, the attack is a failure. |
| ***3a*** | If a group has transferable power, then that group may assist the attacking group |
| ***5a*** | If it succeeds, the group is captured and added to the attacking player’s power structure, next to its captor |
| ***5b*** | If the captured group has also captured other groups, then those “puppets” are also transferred to the attacking player’s power structure |
| ***5c*** | If it fails, the defending group remains in the same position |
| ***5d*** | Half of the group’s money goes to the captor and half goes to the bank |
| ***SUB-VARIATIONS*** | ***Step*** |  |
| ***1a*** | **Calling off an attack: refer to Use Case #7** |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 5** | **Attack to Destroy** | |
| **Goal in Context** | Instead of aiming to control or neutralize, this attack aims to “destroy” another group, which moves the group to the dead pile | |
| **Scope & Level** |  | |
| **Preconditions** | The target must be a group that is controlled by another player. The attacking group does not need an open outward-pointing arrow. In this type of attack, the defending group defends with Power rather than Resistance. A group with no Power cannot be destroyed except by the special card Whispering Campaign. | |
| **Success End Condition** | The defending group is destroyed and moved to the dead pile | |
| **Failed End Condition** | The defending group remains where it was before the attack | |
| **Primary Actors** | The player attacking | |
| **Secondary Actors** | The player being attacked, and players assisting the attack (if any) | |
| **Trigger** | Player chooses to use one of their two actions to attack | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | The player announces which group is attacking, who is being attacked, and what type of attack it is |
| ***2*** | Roll two dice |
| ***3*** | Another player may aid an attack |
| ***4*** | Attacker may choose to spend money to improve the chances of success |
| ***5*** | Attack either succeeds or fails |
| ***6*** | The group that attacked may transfer some/all of its treasury to the group it just captured |
| ***EXTENSIONS*** | ***Step*** |  |
| ***2a*** | If the roll is 11 or 12, the attack is a failure. Since this is an attack to destroy, if a group is attacking a group with opposing philosophies, the attack gets a +4 bonus. However, if they have the same philosophies, they get a -4 bonus on the attack. |
| ***3a*** | If a group has transferable power, then that group may assist the attacking group |
| ***5a*** | If it succeeds, the group is captured and added to the attacking player’s power structure, next to its captor |
| ***5b*** | If the destroyed group has subordinate groups, then those “puppets” are transferred to the uncontrolled area |
| ***5c*** | If it fails, the defending group remains in the same position |
| ***5d*** | Half of the group’s money goes to the captor and half goes to the bank |
|  |  |
| ***SUB-VARIATIONS*** | ***Step*** |  |
| ***1a*** | **Calling off an attack: refer to Use Case #7** |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 6** | **Interference** | |
| **Goal in Context** | A player who chooses to interfere in an attack may either assist or oppose the attacking player. | |
| **Scope & Level** |  | |
| **Preconditions** | The interfering player has to announce who they will help | |
| **Success End Condition** | The player was able to interfere, regardless of success or failure | |
| **Failed End Condition** | An interference attempt can fail if the attack is declared “privileged” by the attacker, unless the Interference card is used or two Special cards are given up | |
| **Primary Actors** | Player who attempts to interfere | |
| **Secondary Actors** | Player who is attacking a group | |
| **Trigger** | A player chooses to interfere during an attack by announcing it | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Once the player announces who they will help, they must contribute money from their treasury. Each MB affects the needed die roll by 1 |
| ***EXTENSIONS*** | ***Step*** |  |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** |  |
| ***1a*** | The Bavarian Illuminati can declare an attack privileged by giving up 5 MB instead of a Special card. In this case, interference is blocked. |
| ***1b*** | Privilege may be abolished by the attacker through the use of the Special card Deep Agent, or by discarding two Special cards. If the Privilege is abolished, it cannot be reinstated on that attack.  **Refer to Use Case #23** |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 7** | **Calling off an Attack** | |
| **Goal in Context** | A player changes their mind in using one of their 2 turns to attack | |
| **Scope & Level** |  | |
| **Preconditions** | Money hasn’t been put down yet by the player wanting to call off the attack | |
| **Success End Condition** | Player is able to call off their attack | |
| **Failed End Condition** | Player wasn’t able to call off their attack because they had already put money down for the attack | |
| **Primary Actors** | Attacking player | |
| **Secondary Actors** | N/A | |
| **Trigger** |  | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1a*** | Player calls off their attack |
| ***1b*** | The attempt is either successful or not successful |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 8** | **Transferring Money** | |
| **Goal in Context** | Transfer money from one group to another | |
| **Scope & Level** |  | |
| **Preconditions** | The group making the transfer must have money in its treasury. The transfer can only occur between adjacent groups | |
| **Success End Condition** | Money was transferred | |
| **Failed End Condition** | No money was transferred because the group has no money | |
| **Primary Actors** | The player transferring money | |
| **Secondary Actors** | N/A | |
| **Trigger** | It’s the player’s turn and he chooses to transfer money | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player transfers money from one group to another |
| ***1b*** | Player may make a second transfer as part of his turn |
| ***1c*** | If necessary, another transfer may occur as a free action |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 9** | **Moving a Group** | |
| **Goal in Context** | Reorganize a power structure | |
| **Scope & Level** |  | |
| **Preconditions** | There must be an open outgoing control arrow for the group to be moved to. | |
| **Success End Condition** | An arrow slot was available for the group to move to | |
| **Failed End Condition** | There are no open slots for the group to move to | |
| **Primary Actors** | Player moving his group | |
| **Secondary Actors** | N/A | |
| **Trigger** | It’s the player’s turn and he chooses to move a group | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player selects the group to be moved |
| ***2*** | Player moves the group to an open arrow slot |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***2a*** | Puppets of the group are also moved. If moving a Group would cause some of its puppets (or theirs) to overlap, any of them may also be moved to different control arrows, as long as they are still controlled by the same master. Any puppet that cannot be prevented from overlapping is lost. It, and its own puppets, are returned to the uncontrolled area. |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 10** | **Dropping Groups** | |
| **Goal in Context** | Remove a group from your power structure | |
| **Scope & Level** | This is considered a “free” action; it doesn’t count as one of the two actions a player takes during their turn | |
| **Preconditions** | Must have a group available to drop | |
| **Success End Condition** | Group is dropped into the uncontrolled area | |
| **Failed End Condition** | There are no groups to drop | |
| **Primary Actors** | Player dropping the group | |
| **Secondary Actors** | N/A | |
| **Trigger** | Player’s turn | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1a*** | Player picks a group to drop |
| ***1b*** | The group is dropped and moved to the uncontrolled area, along with its puppets |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 11** | **Aiding an Attack** | |
| **Goal in Context** | Help another player in an attack | |
| **Scope & Level** | This is considered a “free” action; it doesn’t count as one of the two actions a player takes during their turn | |
| **Preconditions** | The player wanting to assist the player must have Transferable Power available | |
| **Success End Condition** | The power is transferred to the attacking player’s group | |
| **Failed End Condition** | There is no Transferable Power available to help aid an attack | |
| **Primary Actors** | Player attempting to aid the attack | |
| **Secondary Actors** | The attacking player | |
| **Trigger** |  | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player chooses to aid an attack |
| ***2*** | If Transferable Power is available, then that power is added to the attack’s power |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***2a*** | If no Transferable Power is available, nothing happens |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 12** | **Giving away a Special card or money** | |
| **Goal in Context** | To support another another player with a Special card or money | |
| **Scope & Level** | This is considered a “free” action; it doesn’t count as one of the two actions a player takes during their turn | |
| **Preconditions** | Money maybe be transferred only between Illuminati treasuries | |
| **Success End Condition** | Money goes to another player | |
| **Failed End Condition** | There’s no money to give away | |
| **Primary Actors** | Player who gives the money | |
| **Secondary Actors** | Player who receives the money | |
| **Trigger** | Player chooses to give away either the card or money | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1a*** | Player chooses to give away their money/Special card |
| ***1b*** | Another player receive the money/Special card |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1a*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 13** | **Using a Special card** | |
| **Goal in Context** | Use special card | |
| **Scope & Level** | This is considered a “free” action; it doesn’t count as one of the two actions a player takes during their turn | |
| **Preconditions** | Player must have a special card, each special card can only be used once. Restrictions when using special cards are stated on the card. | |
| **Success End Condition** | Special card is used and implemented successfully. | |
| **Failed End Condition** | Game glitches, or user is unable to use special car they have. | |
| **Primary Actors** | User holding the special card | |
| **Secondary Actors** | Other users affected by the use of a special card | |
| **Trigger** | User chooses to use their special card | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Use the Special card |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1a*** | **Refer to individual Special card tables for more info** |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 14** | **Transferring Groups** | |
| **Goal in Context** | Transferring groups to another player to get something or nothing in return | |
| **Scope & Level** |  | |
| **Preconditions** | Groups may only be transferred if it is the turn of one of the players involved | |
| **Success End Condition** | Trade- You may only give a Group away with the permission of the player who receives it! | |
| **Failed End Condition** | N/A | |
| **Primary Actors** | Player who starts the transfer | |
| **Secondary Actors** | Player who agrees to do the transfer | |
| **Trigger** | Player chooses to transfer group by clicking ‘Transfer’ button | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Move the first group |
| ***2*** | Move the second group |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1a*** | When a Group is transferred to another player, its puppets (if any) must go with it, along with all treasuries involved |
| ***2a*** | The player receiving the Group must immediately fit it, and its puppets, into his power structure, exactly as for moved or captured Groups |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | If overlaps cannot be avoided, the player must eliminate them by choosing one or more overlapping card, new or old, to become uncontrolled. |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 15** | **Hidden Goals/Hidden Illuminati** | |
| **Goal in Context** | Discover player’s Group to find out Special goal | |
| **Scope & Level** |  | |
| **Preconditions** | Guessing a player’s Illuminati group counts as one of the two actions a player may take during a turn | |
| **Success End Condition** | A correct identification forces the identified Illuminati to play face-up | |
| **Failed End Condition** | An incorrect identification has no effect | |
| **Primary Actors** | Player making the accusation | |
| **Secondary Actors** | Player being accused | |
| **Trigger** | Player makes accusation | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player guesses the Illuminati group of another player |
| ***2*** | If correct, the identified group must be turned face-up |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***2a*** | If incorrect, nothing happens |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 16** | **Winning the Game** | |
| **Goal in Context** | Player/players meet one of their goals. Basic goal of controlling a certain number of groups, or a special goal for their particular group. | |
| **Scope & Level** |  | |
| **Preconditions** |  | |
| **Success End Condition** | Player wins the game! | |
| **Failed End Condition** | N/A | |
| **Primary Actors** | Player who wins the game | |
| **Secondary Actors** | N/A | |
| **Trigger** | One of the basic/special goals has been met by a player | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1a*** |  |
| ***1b*** |  |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1a*** |  |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** |  |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 17** | **Declaring an attack Privileged** | |
| **Goal in Context** | To prevent interference in an attack by declaring privilege | |
| **Scope & Level** | This takes place during an attack | |
| **Preconditions** | An attack must be ongoing | |
| **Success End Condition** | Privilege has been applied to the ongoing attack | |
| **Failed End Condition** | Privilege has already been applied/overriden | |
| **Primary Actors** | Player declaring Privilege | |
| **Secondary Actors** | N/A | |
| **Trigger** | Player choosing to declare Privilege | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | To declare Privilege, the player must discard any one Special card and call “Privilege!” |
| ***2*** | Privilege may be abolished if another played gives up two Special cards |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1a*** | The Bavarian Illuminati have the Special Ability to declare one attack Privileged per turn, at the cost of 5 MB |
| ***2a*** | Privilege may also be abolished if a player uses the Special card Deep Agent |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 18** | **Leaving the Game** | |
| **Goal in Context** | Leave the game at any point | |
| **Scope & Level** |  | |
| **Preconditions** | Player must start a game in order to leave the game. | |
| **Success End Condition** | Player has left the game | |
| **Failed End Condition** | Player is unable to exit game. | |
| **Primary Actors** | Player leaving the game | |
| **Secondary Actors** | N/A | |
| **Trigger** | Player chooses to leave the game | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player leaves the game |
| ***2*** | The player’s groups go to the uncontrolled area and treasuries go back to the bank |
| ***3*** | The Illuminati card is taken out of play |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 19** | **Special card: Assassination** | |
| **Goal in Context** | To guarantee an attack’s success by lowering its roll to 2 | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | An attack must be occurring | |
| **Success End Condition** | The attack’s roll was lowered to 2 | |
| **Failed End Condition** | The attack failed | |
| **Primary Actors** | Player using the Special card | |
| **Secondary Actors** | Player attacking and player being attacked | |
| **Trigger** | An attack being underway and the player chooses to use this card | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | This card is played immediately after any attack type |
| ***2*** | The required roll is lowered to 2 |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 20** | **Special card: Bribery** | |
| **Goal in Context** | To take control of any one uncontrolled group | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions. Using this card counts as an action | |
| **Preconditions** | It must be this player’s turn, and there must be at least one group in the uncontrolled area | |
| **Success End Condition** | A group is added to the player’s power structure | |
| **Failed End Condition** | There are no available uncontrolled groups | |
| **Primary Actors** | Player using the Special card | |
| **Secondary Actors** | N/A | |
| **Trigger** | Player chooses to use this card | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player chooses an uncontrolled group |
| ***2*** | The group is added to the player’s power structure |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 21** | **Special card: Computer Espionage** | |
| **Goal in Context** | To either count the money on any group or examine all of one player’s Special cards | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | It must be the cardholder’s turn | |
| **Success End Condition** | Player has counted a group’s treasury or seen all of a player’s Special cards | |
| **Failed End Condition** | N/A | |
| **Primary Actors** | Player using the Special card | |
| **Secondary Actors** | Player being spied on | |
| **Trigger** | The card is played | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player either counts the money on any group or examines all of one player’s Special cards |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 22** | **Special card: Deep Agent** | |
| **Goal in Context** | To abolish the privilege of an attack | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | Privilege has been invoked by a player on their own attack | |
| **Success End Condition** | Privilege has been abolished and cannot be reinstated | |
| **Failed End Condition** | Privilege has already been abolished by other means (giving up two Special cards) | |
| **Primary Actors** | Player using this Special card | |
| **Secondary Actors** | Player being forced to give up Privilege | |
| **Trigger** | Card being played | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1a*** | Privilege is abolished and cannot be reinstated on an attack |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 23** | **Special card: Interference (2)** | |
| **Goal in Context** | To interfere with a privileged attack | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | An ongoing attack must be declared privilege | |
| **Success End Condition** | The player has interfered with the attack | |
| **Failed End Condition** | Privilege hasn’t been declared (using the card is pointless) | |
| **Primary Actors** | Player using this Special card | |
| **Secondary Actors** | Player who declared the attack privileged | |
| **Trigger** | Card being played | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Privilege of an attack is abolished |
| ***2*** | **Refer to Use Case #6 to interfere with an attack** |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
|  | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 24** | **Special card: Market Manipulation** | |
| **Goal in Context** | To double all of the player’s groups’ incomes, for the current turn only | |
| **Scope & Level** | This card must be used during the player’s income phase | |
| **Preconditions** | Player must have money in his treasury | |
| **Success End Condition** | Incomes have been doubled | |
| **Failed End Condition** | Player has no money | |
| **Primary Actors** | Player using this Special card | |
| **Secondary Actors** | N/A | |
| **Trigger** | The card is played | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | All of the cardholder’s groups’ incomes have been doubled |
|  |  |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1a*** | The I.R.S. can’t collect twice, and the Post Office doesn’t pay twice |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** |  |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 25** | **Special card: Media Campaign** | |
| **Goal in Context** | To revive a group from the dead pile | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | There must be at least one card in the dead pile. | |
| **Success End Condition** | The chosen group has been revived and returned to the uncontrolled area | |
| **Failed End Condition** | There are no dead groups to choose from | |
| **Primary Actors** | Player reviving a dead group | |
| **Secondary Actors** | N/A | |
| **Trigger** | The card is played | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player chooses a dead group to revive |
| ***2*** | The chosen group is returned to the uncontrolled area |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***2a*** | If the Servants of Cthulhu destroyed the group, it still counts as a destroyed group for victory. If they destroy it again, it counts again |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** |  |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 26** | **Murphy’s Law** | |
| **Goal in Context** | To guarantee an attack’s failure by changing the roll to a 12. (A roll of 11 or 12 is an automatic failure) | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | This card must be played immediately after any player rolls their dice for any type of attack | |
| **Success End Condition** | The attack has been stopped | |
| **Failed End Condition** | An attack isn’t being attempted | |
| **Primary Actors** | The player using this Special card | |
| **Secondary Actors** | The player trying to attack | |
| **Trigger** | A player rolling their dice to attack | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Any player rolls their dice for any attack type |
| ***2*** | Playing this card will render the attack a failure |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 27** | **Special card: Secrets Man Was Not Meant To Know** | |
| **Goal in Context** | To discard another special card | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | Play this card when any other special card is played | |
| **Success End Condition** | No more special card can be played | |
| **Failed End Condition** | No special card is played | |
| **Primary Actors** | The player using this Special card | |
| **Secondary Actors** | The player trying to attack | |
| **Trigger** | A player rolling their dice to attack | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Both cards are discarded |
|  |  |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 28** | **Special card: Senate Investigating Committee** | |
| **Goal in Context** | To drop a player from their turn | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | Play this card at the beginning of the other player's turn | |
| **Success End Condition** | That player loses his turn completely | |
| **Failed End Condition** | That player does not loses his turn completely | |
| **Primary Actors** | The player using this special card | |
| **Secondary Actors** | The other player’s turn | |
| **Trigger** | Beginning of the turn | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Play this card to drop the player’s turn completely |
|  |  |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 29** | **Special card: Slush Fund** | |
| **Goal in Context** | Gain 15 MB in the player’s illuminati treasury | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | Must be in game-on mode (Use case #2) | |
| **Success End Condition** | Gain 15 MB in the player’s illuminati treasury | |
| **Failed End Condition** | Does not gain 15 MB in the plater’s illuminati treasury | |
| **Primary Actors** | The player using this special card | |
| **Secondary Actors** | N/A | |
| **Trigger** | Anytime | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Gain 15 MB in the player’s illuminati treasury |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 30** | **Special card: Swiss Bank Account** | |
| **Goal in Context** | Gain 25 MB in the player’s illuminati treasury | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | Must be in Game-On mode (use case #2) | |
| **Success End Condition** | The player gained 25 MB in their illuminati treasury | |
| **Failed End Condition** | The player didn’t gain 25 MB in their illuminati treasury | |
| **Primary Actors** | The player playing this special card | |
| **Secondary Actors** | N/A | |
| **Trigger** | Anytime | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Gain 25 MB in the player’s illuminati treasury |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 31** | **Special card: Whispering Campaign** | |
| **Goal in Context** | To destroy a group with Power 0 | |
| **Scope & Level** | Playing this card is not an action, but the attack itself is an action | |
| **Preconditions** | There must be a group with Power 0 | |
| **Success End Condition** | The group with Power 0 has been destroyed and goes to the dead pile | |
| **Failed End Condition** | The group with Power 0 was not destroyed after the roll | |
| **Primary Actors** | The player using this Special card | |
| **Secondary Actors** | The player whose group is being attacked | |
| **Trigger** | Anytime | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Choose a group with Power 0 to attack |
| ***2*** | Roll attacking power vs. defending resistance |
| ***3*** | If the attack is successful, then the group is destroyed |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | If the attack fails, then the group with Power 0 remains where it is |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 32** | **Special card: White Collar Crime** | |
| **Goal in Context** | Reorganize the money freely between groups | |
| **Scope & Level** | Using a Special card does not count as one of the player’s two actions | |
| **Preconditions** | Must be in Game-On mode (Use case #2) | |
| **Success End Condition** | Money is reorganized between groups | |
| **Failed End Condition** | Money could not be reorganized | |
| **Primary Actors** | The player using this special card | |
| **Secondary Actors** | N/A | |
| **Trigger** | Anytime | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Reorganize the money freely between groups |
| ***2*** | Get an extra 5 MB |
| ***3*** | The 5 MB can go anywhere |
| ***EXTENSIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Branching Action*** |
| ***1*** | N/A |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |

|  |  |  |
| --- | --- | --- |
| **USE CASE # 33** | **Negotiations** | |
| **Goal in Context** | Open a negotiation period (Openly or Secretly) | |
| **Scope & Level** |  | |
| **Preconditions** | Other player’s acceptance | |
| **Success End Condition** | Deal Made | |
| **Failed End Condition** | Deal is not made | |
| **Primary Actors** | The player proposing the deal | |
| **Secondary Actors** | The player being proposed to the deal | |
| **Trigger** | Anytime | |
| ***DESCRIPTION*** | ***Step*** | ***Action*** |
| ***1*** | Player chooses negotiation |
| ***2*** | Player chooses open negotiation |
| ***3*** | Player chooses secret negotiation |
| ***EXTENSIONS*** | ***Step*** | ***Action*** |
| ***1*** | N/A |
| ***SUB-VARIATIONS*** | ***Step*** | ***Action*** |
| ***1*** | The player who controls the IRS agrees to forego another’s taxes in exchange for a promise from that player not to attack him |
| ***2*** | One player sees that another will achieve her Goal at the end of the turn if he does not interfere. He might agree not to interfere in exchange for a gift that will also satisfy his own Goals, thereby sharing the victory. |
| ***3*** | A player threatens to destroy one of your Groups. You think he can. You might try bribing him (in this case bribery is treated as a gift) to get him to attack someone else instead. |
| ***4*** | Two players agree to cooperate throughout the game so that they both achieve their Goals at the same time – of course, one may stab the other in the back! |
| ***5*** | A player offers money to anybody who will attack his particular foe. |
| ***6*** | Two or more players form a coalition to bring down a rival who is getting too near victory. |
| **Due Date** | March 29, 2020 | |
| **Superordinate** | Anthony Giacalone | |
| ***AUTHORS*** | Group I: Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | |
| **Create date** | March 3, 2020 | |