

Deadwood Use Cases

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1 Move

- Title: Move
- Actor: Player
- Pre-condition: Player is not working on a role and it is their turn
- Post-condition: Player is on a position on the board
- Termination outcome:
 - On success: Player is at a position on the board
- Trigger: Player wants to move on the board
- MSS:
 1. Player's turn begins
 2. Player chooses move option
 3. Player picks a position to move
 4. Player moves to that position

5. Game ends player's turn.

- Extensions:

2a. Player does not want to move.

.2 Return to MSS step 4

3a. Room is new

.1 Flip scene card

.2 Return to MSS step 4.

3a. Room is not new

.1 Return to MSS step 4.

2 Role

- Title: Take a role

- Actor: Player

- Pre-condition: It is player's turn, player is on scene set, and player is not working on any role.

- Post-condition: Player's interaction is shown in the game log

- Termination outcome:

- On success: Player takes a role.

- On failure: Player does not take a role.

- Trigger: Player wants to take a turn.

- MSS:

1. Game shows available options for the player.
2. Player chooses Take Role option.
3. Game instructs player to choose a role.
4. Player chooses a role.
5. Game verifies that the player can take that role.
6. Game moves the player's dice to chosen role.
7. Game ends player's turn.

- Extensions:

- 5a. Player cannot take the chosen role.

- .1 Game shows an error message explaining why player cannot take the role
- .2 Return to MSS step 1.

- 2a. No Take Role option available for the current scene set.

- .1 Player moves to an adjacent set (see Move use case for details)
- .2 Return to MSS step 1.

3 Act

- Title: Act
- Actor: Player
- Pre-condition: It is player's turn, player has a role.
- Post-condition: Player has acted their role

- Termination outcome:
 - On success: Player acts out the shot and their turn ends
 - On failure: Player does not take act and their turn ends
- Trigger: Player wants to act their role
- MSS:
 1. Player's turn begins
 2. Player chooses Act option
 3. Player roles dice, and the game accounts for the player's practice chips
- Extensions:
 - 2a. The player is "on the card" and rolls equal to or higher than current movie budget
(more than 1 shot remains)
 - .1 The player collects two credits and removes one shot counter (success)
 - 2b. The player is "on the card" and rolls equal to or higher than current movie budget
(1 shot remains)
 - .1 The player collects two credits and removes one shot counter. The player wraps up the scene. (success)
 - 2c. The player is "off the card" and rolls equal to or higher than current movie budget (more than 1 shot remains)
 - .1 The player collects one credit and one dollar, removes one shot counter. (success)
 - 2d. The player is "off the card" and rolls equal to or higher than current movie budget (1 shot remains)

- .1 The player collects one credit and one dollar, removes 1 shot counter. Player wraps up the scene (success)
- 2e. The player is “on the card” and rolls less than current movie budget
 - .1 The player fails and receives nothing (failure)
- 2f. The player is “off the card” and rolls less than current movie budget
 - .1 The player fails and receives one dollar (failure)

4 Upgrade

- Title: Upgrade
- Actor: Player
- Pre-condition: It is player’s turn and player is less than rank 6
- Post-condition: Player has gone through the upgrade process
- Termination outcome:
 - On success: Player has increased their rank
 - On failure: Player has not increased their rank
- Trigger: Player wants to upgrade their rank
- MSS:
 1. Player’s turn begins
 2. Player chooses Upgrade option
 3. Game ends the player’s turn

- Extensions:
 - 2a. Player does not have to required credits or dollars to increase their rank
 - .1 The player's rank is not increased (failure)
 - 2b. There are no available upgrades
 - .1 Return to MSS step 3 (failure)
 - 2c. Player has the required credits or dollars to increase their rank
 - .1 The player's is increased by whatever they paid for. Subtract the correct amount from their balance (success)

5 Rehearse

- Title: Rehearse
- Actor: Player
- Pre-condition: Player wants to rehearse their current role
- Post-condition: Player has gone through the upgrade process
- Termination outcome:
 - On success: Player has rehearsed and received 1 additional practice chip for their current role
 - On failure: Player already has the maximum number of practice chips so they must act
- Trigger: It is player's turn and the player is assigned a role
- MSS:

1. Player's turn begins
 2. Player chooses Rehearse option
 3. Game ends the player's turn
- Extensions:
 - 2a. Player does not have the maximum number of practice chips for their current role
 - .1 Player gains one additional practice chip (success)
 - 2b. Player already has the maximum number of practice chips, called guaranteed success
 - .1 Player must act this turn (see Move use case for details) (failure)

6 Bonus

- Title: Bonus
- Actor: Player
- Pre-condition: Player just finished third act with main role
- Post-condition: Player receives money
- Termination outcome:
 - On success: Money is added to the player's balance
- Trigger: It is the last shot in a room
- MSS:

1. Player's turn begins
2. Actor finishes last shot as main actor
3. Dice are rolled based on budget
4. Player gets paid based on rank, role, and number of dice
5. Extra actors are paid dollars based on rank
6. Game ends player's turn

- Extensions:

- 2a. Player is not the main actor

- .1 Return to MSS step 6

- 5a. There are no extras

- .1 Return to MSS step 6

7 End of Day

- Title: End of Day
- Actor: Player
- Pre-condition: It is not the last day
- Post-condition: The day ends
- Termination outcome:
 - On success: The day is over and the player is in the trailer
- Trigger: All player's have takes their turns

- MSS:
 1. It is not the last day
 2. Board resets and player is sent to the trailer
 3. The day ends and the process ends

- Extensions:
 - 1a. It is the last day
 - .1 Game ends and all player's scores are tallied
 - .2 Game announces winner
 - .3 Process ends

8 Player number

- Title: Player number
- Actor: The user
- Pre-condition: Must be more than one person
- Post-condition: Game starts and player's are assigned rank, money and credits
- Termination outcome:
 - On success: Players give their stats. Number of days set
- Trigger: The game starts
- MSS:
 1. User is prompted amount of players

2. Four players. 4 actors created number of days is 4, rank is 1, credits and money are 0

3. Process ends

- Extensions:

2a. Two or three players

.1 2 or 3 actors, number of days is 3, rank is 1, credits and money are 0

2b. Five players

.1 5 actors, number of days is 4, rank is 1, money at 0, credits at 2

2a. Six players

.1 6 actors, number of days is 4, rank is 1, money at 0, credits at 4

2b. Seven or eight players

.1 7 or 8 actors, number of days is 4, rank is 2, money at 0, credits at 0

9 Role dice

- Title: Roll dice

- Actor: Player

- Pre-condition: The dice needs to be rolled for the player

- Post-condition: A dice roll is no longer needed

- Termination outcome:

- On success: A number from 1 to 6 is given

- On failure: Dice is not rolled
- Trigger: Player needs to roll dice
- MSS:
 1. Player's turn begins
 2. Player chooses to roll the dice
 3. Dice is rolled
 4. Number from 1-6 is rolled
 5. Game ends player's turn
- Extensions:
 - 2a. Player does not need to roll the dice
 - .1 Return to MSS step 5 (failure)

10 Deal a card

- Title: Player number
- Actor: The system
- Pre-condition: No scene is provided on the board
- Post-condition: The spot now has a scene
- Termination outcome:
 - On success: A card is placed on board in spot
- Trigger: A card is needed on the board

- MSS:

1. The board has an empty card spot
2. The deck is shuffled
3. A card is drawn face down
4. The card is placed face down on the board
5. Process ends

- Extensions:

- 1a. The spot is occupied.

- .1 Return to MSS step 5

- 2a. No cards available

- .1 Return to MSS step 5

- 2b. The deck is not shuffled

- .1 Shuffle deck. Return to MSS step 3