Actors

Menu Navigator:

Navigates the main menu and game creation, and would perform operations such as managing robots, game creation, and exiting the game.

Actions:

* createGame
  + Creates new game instance
    - Can change the number of players and modify the board size.
    - Chooses which robots are to be used in the match.
* exit
  + Quits application.

AI:

Computer player in the main game. Performs tasks on a set of robots in the game, such as move or shoot, as well as signal the end of their turn.

Actions:

* move
  + Moves robot forward.
* turn
  + Rotates current robot on the tile.
* shoot
  + Applies damage to all robots on a target tile.
* endRound
  + Finds next robot to control on same team.
* endTurn
  + Allows next player to control their robots.

Human Player:

Human player in the main game. Like the AI, the Human Players perform tasks on a set of robots in the game. The human player can also exit or forfeit the game, as well as move to spectator mode.

Actions:

* move
  + Moves robot forward.
* turn
  + Rotates current robot on the tile.
* shoot
  + Applies damage to all robots on a target tile.
* endRound
  + Finds next robot to control on same team.
* endTurn
  + Allows next player to control their robots.
* forfeit
  + Removes the Human Player from the current match.
    - If no more Human Players are in play, the option for Spectator mode is given.
* exit
  + Quits application.

Spectator:

An observer to the main game. Cannot interact directly with any of the robots in the game. Has the ability to go to the end of the computer turns after they have completed it.

Actions:

* endRound
  + Finds next robot to control on same team.
* endTurn
  + Allows next player to control their robots.
* exit
  + Quits application.

Robot Librarian:

Manages the robots in the system, as well as pulls data/updates for robots from a server.

Actions:

* registeringRobots
  + Add new robot to application
* reviseRobot
  + Replace existing robot with updated code
* retireRobot
  + Freeze a robot so you can reuse name
* enumerateRobots
  + Display all robots stored
    - Sorted by values
    - Show stats and versions
* downloadRobots
  + Provide robot record so it can be run
* updateStats
  + Record details about robot result