Use Cases

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Table of Contents

Name: Game Set Up
Identifier: UC 1

Description:
Set up the game.

Preconditions:
- The game has been launched.
- The play button has been pressed.

Postconditions:
- The first player's turn starts.

Basic Course of Action:
1. The eight 'Region' cards ('Illuminati' cards) are distributed at random, one to each player. Left over cards are not used.
2. Each player's 'Region' card is revealed.
3. Each player is given the income indicated on their card via *UC 6 Collect Income*.
4. Create a deck from the 'Champion' cards ('Group' cards) then shuffle the deck via *UC 5 Shuffle Deck*.
5. The deck is placed in the center of the table.
6. Draw the top four cards of the deck and place them in the Uncontrolled Area.
7. Flip over the four cards in the Uncontrolled Area.
8. Add the 'Summoner Spell' cards ('Special' cards) into the deck then shuffle the deck via *UC 5 Shuffle Deck*.
9. Each player rolls two dice via *UC 4 Roll Dice*.
10. The player with the highest roll is designated Player 1. [Alternate Case A: Tie]
11. The use case ends, and Player 1 begins their turn via *UC 2 Sequence of Play*.

Alternate Course A: Tie
1. Each player that tied rolls two dice via *UC 4 Roll Dice*.
2. Repeat Step A.1. until one player has the highest roll.
3. The use case continues at Step 9 in the basic course of action.

Name: Sequence of Play
Identifier: UC 2

Description:
The sequence of actions each player takes on their turn.

Preconditions:
- The previous player has finished their turn OR the game has finished setting up.

Postconditions:
- The next player begins their turn.

Basic Course of Action: (Rough Outline)
1. The player collects income via *UC 6 Collect Income*.
2. The player draws a card via *UC 7 Draw Card*. [Alternate Case A: Draw More]
3. The player is shown 4 options (Attack, Transfer Money, move a Group, or Take No Actions) for potential actions to take.
4. The player chooses two and those actions are performed.
5. Take any 'Free Actions' (Dropping Champions, Aiding an Attack, Give Away Card/Money, Using Special Card).
6. Optional. The player may transfer money from one Champion to an adjacent Champion two times.
7. Take special power actions.
8. If the Uncontrolled Area has fewer than two Champions, the player adds targets via *UC # Add Targets*.
9. The use case ends, and the turn is passed to the next player.

Alternate Course A: Draw More
1. The player draws the specified number of cards via repeated *UC 7 Draw Card*.
2. The use case continues at Step 3 in the basic course of action.

Name: Attack to Control
Identifier: UC 3

Description:
Attempt to take control of a target Champion by attacking it.

Preconditions:
- The player has at least one action remaining.
- The player has declared they are attacking to control.

Postconditions:
- The player has one less action, unless the attack is called off.

Basic Course of Action:
1. The player selects a Champion, or their Region, they control to attack with. Only Champions with a free outward pointing arrow may be selected.
2. The player selects a target Champion to attack.
3. Optional. The player may select other Champions in the Power Structure to aid the attack, if any are able.
4. Optional. The attacking player may spend money from the attacking Champion (or from their Region) to aid the attack, adding one Power to the attack per money spent. [Alternate Course A: Call off an Attack]
5. Optional. If the defending Champion is controlled by a player, they may spend money from their Region, or the Champion under attack, to increase Resistance. Increased by 1 per Region money, and 2 per Champion money.
6. Optional. Repeat Steps 4 and 5 until both players are unwilling to spend more.
7. Roll two dice via *UC 4 Roll Dice*.
8. Check if the dice roll is successful. (Less than or equal to the attacker's power minus the defender's resistance, with automatic failure on a roll of 11 or 12.)
9. The attack is successful, and the attacking player gains control of the targeted Champion (and half of its money, rounded down), placing it on an open arrow from the attacking Champion. [Alternate Course B: Attack Fails]
10. Any Minions of the captured Champion are also captured and placed attached to that Champion. Any unable to be placed are dropped to the Uncontrolled Area.
11. Optional. The attacking Champion may transfer money to the Champion it captured.
12. The use case ends.

Alternate Course A: Call off an Attack
1. The player elects to call off their attack.
2. The use case ends.

Alternate Course B: Attack Fails
1. The attack fails and nothing happens.
2. The use case ends.

Name: Roll Dice
Identifier: UC 4

Description:
Roll a pair of dice.

Preconditions:
- A use case requires a dice roll.

Postconditions:
- A use case is given a number.

Basic Course of Action:
1. Generate two numbers between (inclusive) 1 and 6.
2. Add the numbers together.
3. Give that number to the use case that required the dice to be rolled. [Alternate Course A: Summoner Spell Played]
4. Use case ends.

Alternate Course A: Summoner Spell Played
1. Replace the number with either 2 or 12 depending on the spell played.
2. The use case continues at Step 3 in the basic course of action.

Name: Shuffle Deck
Identifier: UC 5

Description:
Shuffle the deck of cards.

Preconditions:
- A use case requires the deck to be shuffled.

Postconditions:
- The deck of cards is shuffled.

Basic Course of Action:
1. Randomize the order of the cards in the deck.
2. The use case ends.

Name: Collect Income
Identifier: UC 6

Description:
Collect money based on controlled groups.

Preconditions:
- A player's turn has started OR the game is being set up.

Postconditions:
- A player has been given money.

Basic Course of Action:
1. Put money equal to the Region's income value on the Region card.
2. For each Champion the player controls, put money equal to its income value on that card.
3. Use case ends.

Name: Draw Card
Identifier: UC 7

Description:
Draw a card from the deck.

Preconditions:
- A player must draw a card.

Postconditions:
- A card is taken from the deck and placed on the table.

Basic Course of Action:
1. The top card of the deck is revealed to the player.
2. The card is placed in the Uncontrolled Area. [Alternate Course A: Summoner Spell]
3. The card is flipped over to reveal it to everyone via *UC 9 Flip the Card*.
4. The use case ends.

Alternate Course A: Summoner Spell
1. The card is placed in front of the player next to their controlled Champions.
2. Optional. The player may choose to flip over the card via *UC 9 Flip the Card*.
3. The use case ends.

Name: Drop Group
Identifier: UC 8

Description:
Return a controlled Champion (and its Minions) to the Uncontrolled Area.

Preconditions:
- A Champion has been selected to be dropped.

Postconditions:
- The Champion and its Minions are returned to the Uncontrolled Area.

Basic Course of Action:
1. Detach the Champion and its Minions from its parent group.
2. Move the detached cards to the Uncontrolled Area.
3. The use case ends.

Name: Flip the Card
Identifier: UC 9

Description:
Flip over the selected card.

Preconditions:
- The card is in a flippable state.
- The card has been clicked by a player OR placed into the Uncontrolled Area from the deck.

Postconditions:
- The card will be flipped over if able.

Basic Course of Action:
1. The card changes its sprite (image) to the opposite side of the card.
2. The use case ends.

Name: Zoom in/out
Identifier: UC 10

Description:
Zoom in/out the board game.

Preconditions:
- The game has been set up
- The first turn has been initiated

Postconditions:
- The board is either zoomed out or in for the player's convenience

Basic Course of Action:
1. During anyone's active turn, any player can access the zoom function through the scroll wheel.
2. Scroll wheel going down makes the board zoom out.
3. Scroll wheel up makes the board zoom in.
4. The Use Case Ends.

Name: Rotate Camera Angle
Identifier: UC 11

Description:
Rotate the camera.

Preconditions:
- The game has been setup
- The first turn has been initiated

Postconditions:
- The camera angle is rotated in a clockwise or counterclockwise way

Basic Course of Action:
1. During anyone's active turn, any player can rotate the board towards a certain orientation.
2. The board rotates with two different keys:
a.   Q makes the board rotate in a counterclockwise fashion.
b.   E makes the board rotate in a clockwise fashion.

Name: Auto-Focus
Identifier: UC 12

Description:
The camera is brought back to the player with the current turn to encompass the player's cards.

Preconditions:
- The game has been setup
- The first turn has been initiated

Postconditions:
- The camera angle is rotated back and zoomed to encompass all the cards of the turn of the current player

Basic Course of Action:
1. During the active player's turn the scroll button can be pressed down to readjust the position, zoom, and orientation to the original player's position.
2. The Use Case Ends

Name: Move Camera
Identifier: UC 13

Description:
The camera can be manipulated using keyboard shortcuts to be moved while maintaining the same orientation and zoom.

Preconditions:
- The game has been setup
- The first turn has been initiated
- Player's turn has begun

Postconditions:
- The camera position on the board is moved according to the "WASD" keys

Basic Course of Action:
1. During the active player's turn the W, A, S, D keys can be pressed to manipulate the camera position according to the player's input:
a.   W moves the camera to the top.
b.   A moves the camera to the left.
c.   S moves the camera to the bottom
d.   D moves the camera to the right
2. The use case ends.

Name: Pass
Identifier: UC 14

Description:
The player chooses not to take any action and collects 5BC instead

Preconditions:
- The player's turn has initiated
- It is at the Beginning of the turn where the option is offered

Postconditions:
- No actions are taken
- Player collects 5 BC
- Next player's turn

Basic Course of Action:
1. During the beginning of a player's turn, if no actions were to be taken, the option to pass the turn is available.
2. Once chosen, the player's turn is over, and 5 MB is collected.
3. Use Case ends.

Name: Moving a Champion
Identifier: UC 15

Description:
The player chooses to move his Champion and the puppets with it to another free vacant outgoing control arrow.

Preconditions:
- There must be a vacant outgoing control arrow
- The player must have a Champion to move
- The player's turn must have begun
- The player cannot be in the middle of another move

Postconditions:
- A group is moved so that the new control arrow is the group's master
- The puppets of the group are also moved
- Cards may not overlap
    - Puppets overlapped must be moved to different control arrows as long as they are under the same master
    - Any puppets that are overlapping is lost and returned to uncontrolled area

Basic Course of Action:
1. The player selects a group of cards to move.
2. The player selects the designated vacant outgoing control arrow for the group to move to. [Alternate Course A: Undo]
3. Optional. The puppet cards that are overlapping must be moved to different control arrows in the same master or if there are overlapping puppets at the end, they are lost and returned to the uncontrolled area.
4. End use case.

Alternate Course A: Undo
1. The player decides to keep his groups as is and group move action.
2. The use case ends.

Name: Transferring Money
Identifier: UC 16

Description:
The player decides to move money between two adjacent groups

Preconditions:
- The player's turn must have begun
- The player's turn has not ended
- The groups must be adjacent
- There are only two money transfers per turn

Postconditions:
- The group that has BC transferred to them reflects a new sum after the money is transferred
- The original group that transferred the amount of BC, loses that amount

Basic Course of Action:
1. The player chooses the transfer option.
2. The player chooses which group to transfer from and which amount of BC they are transferring.
3. The player chooses the adjacent group to which they are transferring to.
4. Optional. The player can transfer up to two times during their turn.
5. The Use case ends and proceeds with the player's turn.

Alternate Course A: Undo
1. The player decides to undo the transfer of BC.
2. The use case ends and returns with the option of Step 5.

Name: Attack to Destroy
Identifier: UC 17

Description:
Attempt to destroy a target Champion by attacking it

Preconditions:
- The player must have at least one action remaining
- The player must declare an attempt of attacking to destroy
- Checks the region card's specialty
- No group can attack itself

Postconditions:
- The player has one less action unless the attack is called off
- The player either destroys or fails to destroy the champion

Basic Course of Action:
1. The player selects a Champion, or their Region, they control to attack with.
2. The player selects a target Champion to attack.
3. Optional. The player may select other Champions in the Power Structure to aid the attack, if any are able.
4. Optional. The attacking player may spend money from the attacking Champion (or from their Region) to aid the attack, adding one Power to the attack per money spent. [Alternate Course A: Call off an Attack]
5. Optional. If the defending Champion is controlled by a player, they may spend money from their Region, or the Champion under attack, to increase Power. Increased by 1 per Region money, and 2 per Champion money.
6. Optional. A group with no power cannot be destroyed unless a special card permits.
7. Optional. Groups with opposing factions do an extra bonus attack. (+4 for opposite, -4 for identical)
8. Optional. Repeat Steps 4 and 5 until both players are unwilling to spend more.
9. Roll two dice via *UC 4 Roll Dice.*
10. Check if the dice roll is successful. (Less than or equal to the attacker's power minus the defenders Power, with automatic failure on a roll of 11 or 12.)
11. The attack is successful, and the attacking player sends defeated champion to dead pile
12. The subordinate champions are not destroyed but are left uncontrolled.
13. Optional. They can be revived with a specific special card
14. Optional. The player may destroy a group they already own but the target's closest to its Illuminati does not protect it.
15. The use case ends.

Alternate Course A: Call off an attack
1. The player decides to call off their attack.
2. The use case ends.

Alternate Course B: Attack Fails
1. The attack fails and nothing happens.
2. The use case ends.

Name: Escape Button
Identifier: UC 18

Description:
The player chooses to pause the game by accessing the escape menu

Preconditions:
- The game must have started
- The escape button is pressed (esc)

Postconditions:
- The escape menu shows

Basic Course of Action:
1. The Player chooses to access the escape menu by pressing escape.
2. Optional. The player can choose to leave the game.
3. Optional. The player can choose the settings menu.
4. Optional. The player can choose to return to the desktop.
5. Optional. The player can choose to resume the game.
6. The Use Case ends.

Name: Options button
Identifier: UC 19

Description:
The player chooses to access the options menu

Preconditions:
- The player has access to the main menu
- The player accesses the escape menu

Postconditions:
- The options menu shows

Basic Course of Action:
1. From the main menu or the escape menu, the options button is shown.
2. Optional. The player can choose to change the controls.
3. Optional. The player can choose to change the sounds.
4. Optional. The player can choose to return to the previous screen.
5. The use case ends here.

Name: Leave Game
Identifier: UC 20

Description:
The player chooses to Leave the current game.

Preconditions:
- The player accesses the escape menu

Postconditions:
- The player is returned to the main menu

Basic Course of Action:
1. From the escape menu, the player chooses to leave the game.
2. Use Case ends.

Name: Resume Game
Identifier: UC 21

Description:
The player chooses to Resume the Game from the escape menu

Preconditions:
- The player accesses the escape menu

Postconditions:
- The player is returned to the current game

Basic Course of Action:
1. From the escape menu, the player chooses to return the game before they had pressed the escape button
2. Use Case ends.

Name: Escape to Desktop
Identifier: UC 22

Description:
The player chooses to exit the entire game

Preconditions:
- The player accesses the escape menu or the main menu

Postconditions:
- The player is returned to the desktop
- Closes the program

Basic Course of Action:
1. From the escape menu or the main menu, the player closes the game.
2. Use Case ends.

Name: Attack to Neutralize
Identifier: UC 23

Description:
Attempt to neutralize a target-controlled Champion by attacking it.

Preconditions:
- The player has at least one action remaining.
- The player has declared they are attacking to neutralize.

Postconditions:
- The player has one less action, unless the attack is called off.

Basic Course of Action:
1. The player selects a Champion, or their Region, they control to attack with.
2. The player selects a target-controlled Champion to attack.
3. Optional. The player may select other Champions in the Power Structure to aid the attack, if any are able.
4. Optional. The attacking player may spend money from the attacking Champion (or from their Region) to aid the attack, adding one Power to the attack per money spent. [Alternate Course A: Call off an Attack]
5. Optional. The defending player may spend money from their Region, or the Champion under attack, to increase Resistance. Increased by 1 per Region money, and 2 per Champion money.
6. Optional. Repeat Steps 4 and 5 until both players are unwilling to spend more.
7. Roll two dice via *UC 4 Roll Dice*.
8. Check if the dice roll is successful. (Less than or equal to the attacker's power minus the defender's resistance, with automatic failure on a roll of 11 or 12.)
9. The attack is successful and the targeted Champion, and its Minions, are returned to the Uncontrolled Area. All their money is returned to the bank. [Alternate Course B: Attack Fails]
10. The use case ends.

Alternate Course A: Call off an Attack
3.   The player elects to call off their attack.
4.   The use case ends.

Alternate Course B: Attack Fails
3.   The attack fails and nothing happens.
4.   The use case ends.

Name: Special Action
Identifier: UC 24

Description: Event that occurs when a player activates their special card

Preconditions:
- The player draws a special card.
- The player must place their special card face up or down on the board.
- The player uses their special card.

Postconditions:
- The special card's ability influences the board according to its unique attributes.
- The special card is discarded after it is depleted.

Basic Course of Action:
1. The special card is revealed to all players.
2. The player takes actions depending on the special card's ability.
3. The use case ends.

Alternate Course A: Regular action
1. Player uses a special as a regular action if the Bribery card is revealed.
2. The use case ends.

Alternate Course B: No special action
1. Player does not take any special action.
2. The use case ends.

Alternate Course C: Privileged Attack
C.1.   Special card is discarded to make an attack privileged.

Name: Regular Action
Identifier: UC 25

Description:
A player turn consists of two regular actions

Preconditions:
- The player is on their turn

Postconditions:
- The player has depleted both of his regular actions

Basic Course of Action:
1. Player begins their turn.
2. First regular action is depleted
3. Second regular action is depleted
4. The use case ends, and next players turn begins

Alternate Course A: Free Action.
1. Player uses a free action before his first regular action.
2. Player uses a free action after his first regular action.
3. Player uses a free action after his second regular action.

Alternate Course B: Pass Regular Action
1. Player does not take any regular action during his turn. Implement (UC-14)

Name: Free Action
Identifier: UC 26

Description:
Activities including dropping groups, aiding an attack, giving away special cards or money, and using a special card that can be done during a player turn without depleting a regular action.

Preconditions:
- The player is on their turn.

Postconditions:
- The player has completed their free actions.

Basic Course of Action:
1. The player begins their turn.
2. The player chooses a specific free action they want to complete.
3. Use case ends.

Alternate Course A: Pass Free Action.
1. The player decides not to use any free actions during their turn.

Alternate Course B: Special Action
1. The player uses a special action if the card permits.

Name: Transferring Group (Champions)
Identifier: UC 27

Description:
Trade a group for cards or groups.

Preconditions:
- The player is on their turn
- Player states they want to trade.
- Player gets offers to trade

Postconditions:
- The player trades their group for either a card or another group.
- Group trade is completed.

Basic Course of action:
1. The current player displays the group they want to trade.
2. Player decides who they are going to trade with.
3. The group is exchanged for another group or card.
4. Use case ends

Alternate course A: Pass trade
1. The player decides to skip the group trade process.

Name: Gifts
Identifier: UC 28

Description:
A group is given away to another player.

Preconditions:
- The player is on their turn with at least one regular action left.
- The player states that they are giving a group away.
- Receiver must accept the group being sent.

Postconditions:
- The receiver now owns the group that was sent.
- Give away is completed

Basic course of action:
1. The player states that they are giving a group away.
2. The receiver accepts the group that is given away.
3. Use case ends

Alternate course A: Pass giving group away
1. The player skips giving away their group

Alternate course B: Receiver denies
1. The receiver does not give permission to receive group.

Name: Win the game
Identifier: UC 29

Description:
A player achieved their goal and claims victory

Preconditions:
- Player must remain in the game until they have
    - Fulfilled the basic goal
    - Fulfilled the special goal

Postconditions:
- Player claims victory and the game comes to an end.

Basic course of action:
1. The player is the last one left and controls the greatest number of groups therefore, fulfilling the basic goal.
2. The player has completed their special goal. Resulting in victory.

Alternate course A: Elimination
1. Player gets eliminated before the last turn and loses.

Alternate course B: Forfeit
1. The player decides to leave.

Name: Defend
Identifier: UC 30

Description:
Defend against an attack by using money.

Preconditions:
- Player is targeted for an attack
- Play has sufficient funds to defend

Postconditions:
- Player spends money and defends against the attack

Basic course of action:
1. Attacker targets a player.
2. Defender spends money resulting in a higher percentage of a failed attack.
3. Defense is successful.
4. Use case ends.

Alternate course A: Defense failed
1. The attacker is successful, and the defense fails.

Alternate course B: No attack
1. There are no attacks present. Therefore, no defense is required.

Alternate course C: Special card defense
1. These player uses a special card to defend themselves.

Name: Play Button
Identifier: UC 31

Preconditions:
- A game session is opened
- Two Players are present
- Play button is pressed

Postconditions:
- A game session is created with given number of players.
- Each player is assigned their own display name.

Basic course of action:
1. Play button is executed.
2. The User is prompted to enter number of players
3. The User enters number of players.
4. The User is prompted to enter display names for each player.
5. User enters the display names beginning with player one.
6. After entering all the display names, the game begins.
7. Use case ends.

Alternate Course A: Quit
    A.1. The user decides not to play and quits the game session.

Name: Interference
Identifier: UC 32

Description:
A player chooses to interfere during an attack phase by either helping him or opposing him.

Preconditions:
- The player must announce who they wish to help
- The special regions have special conditions for interference
- The player must not call a privileged attack
  - If so, two special cards discarding, or one specific special card can be used to null privilege

Postconditions:
- Money for interference is added to the treasury
- Affects the die roll by 1 for every Gold spent

Basic Course of Action:
1. Any player may interfere an attack by announcing who they wish to help.
2. The player then contributes money to the treasury.
3. For each gold the player contributes, it affects the needed die roll by 1.

Alternate Course A: Privileged Attack
A.1 The player decides to call an attack privileged
A.2 The interference player can sacrifice two special cards to interfere
A.3 The interference player can also use a specific card to interfere
A.4 The interference proceeds and die are rolled according to gold added
A.5 Use Case Ends

Alternate Course B: Interference failed
A.1 The interference fails, and nothing happens
A.2 The use case ends

Name: Gifts
Identifier: UC 33

Description:
A group (Champion), card, or money (gold) is given away to another player.

Preconditions:
- The player is on their turn
- The player states that they are giving another player.
- Receiver must accept the gift being sent.

Postconditions:
- The receiver now owns the gift that was sent
- Gift process is completed

Basic course of action:
1. The player states that they are going to make a gift.
2. The receiver accepts the gift.
3. Use case ends

Alternate course A: Pass giving gift
1. The player skips giving away a gift.

Alternate course B: Receiver denies
1. The receiver does not give permission to receive the gift.

Name: Sequence of Play
Identifier: UC 34

Description:
The sequence of actions each player takes on their turn.

Preconditions:
- The previous player has finished their turn OR the game has finished setting up.

Postconditions:
- The next player begins their turn.

Basic Course of Action: (Rough Outline)
1. The player collects income via *UC 6 Collect Income*.
2. The player draws a card via *UC 7 Draw Card*. [Alternate Case A: Draw More]
3. The player is shown 4 options (Attack, Transfer Money, Move a Group, or Take No Actions) for potential actions to take.
4. The player chooses two and those actions are performed.
5. Take any 'Free Actions' (Dropping Champions, Aiding an Attack, Give Away Card/Money, Using Special Card).
6. Optional. The player may transfer money from one Champion to an adjacent Champion two times.
7. Take special power actions.
8. If the Uncontrolled Area has fewer than two Champions, the player adds targets via *UC # Add Targets*.
9. The use case ends and the turn is passed to the next player.

Alternate Course A: Draw More
1. The player draws the specified number of cards via repeated *UC 7 Draw Card*.
2. The use case continues at Step 3 in the basic course of action.