Use Cases

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| --- | --- | --- |
|  | Table of Contents |  |
| Title | Use Case Number | Page |
| Game Set Up | 1 | 4 |
| Sequence of Play | 2 | 5 |
| Attack to Control | 3 | 6 |
| Roll Dice | 4 | 8 |
| Shuffle Deck | 5 | 9 |
| Collect Income | 6 | 10 |
| Draw Card | 7 | 11 |
| Drop Group | 8 | 12 |
| Flip the Card | 9 | 13 |
| Zoom in/out | 10 | 14 |
| Rotate Camera Angle | 11 | 15 |
| Auto-Focus | 12 | 16 |
| Move Camera | 13 | 17 |
| Pass | 14 | 18 |
| Moving a Champion | 15 | 19 |
| Transferring Money | 16 | 20 |
| Attack to Destroy | 17 | 21 |
| Escape Button | 18 | 23 |
| Options button | 19 | 24 |
| Leave Game | 20 | 25 |
| Resume Game | 21 | 26 |
| Escape to Desktop | 22 | 27 |
| Attack to Neutralize | 23 | 28 |
| Special Action | 24 | 39 |
| Regular Action | 25 | 30 |
| Free Action | 26 | 31 |
| Transferring Group (Champions) | 27 | 32 |
| Gifts | 28 | 33 |
| Win the game | 29 | 34 |
| Defend | 30 | 35 |
| Play Button | 31 | 36 |
| Interference | 32 | 37 |
| Call of an Attack | 33 | 38 |
| Supporting an Attack | 34 | 39 |
| Attack failed | 35 | 40 |
|  |  |  |
|  |  |  |
|  |  |  |

**Name:** Game Set Up

**Identifier:** UC 1

**Description:**

Initiating the Game

**Actor(s):**

* User(s)

**Preconditions:**

* The game has been launched from the desktop screen
* The main menu is available for the user to access
* The play button has been pressed.
* The user selects the amount of players that will be participating in the game

**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 discarded for the rest of the game.
2. Each player’s ‘Region’ card is revealed.
3. Each player is given the income indicated on their region 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. [Alternate Case B: Summoner Cards]
8. Flip over the four cards in the Uncontrolled Area.
9. Each player rolls two dice via *UC 4 Roll Dice*.
10. The player with the highest roll is designated Player 1
11. [Alternate Case A: Tie]
12. 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.

**Alternate Course B:** Summoner Cards

1. A summoner card is drawn from the deck during the first round
2. the ‘Summoner Spell’ cards (‘Special’ cards) are automatically placed into the deck
3. The deck is shuffled via *UC 5 Shuffle Deck*.

**Name:** Sequence of Play

**Identifier:** UC 2

**Description:**

The sequence of actions each player takes on their turn.

**Actor(s):**

* User(s)

**Preconditions:**

* UC 1
* A user has completed their turn for the next user to initiate theirs

**Postconditions:**

* The next player begins their turn.
* The current user gains the income according to the cards they own
* The current user draws a card

**Basic Course of Action:** (Rough Outline)

1. The current player collects income via *UC 6 Collect Income* at the start of their turn
2. The current player draws a card via *UC 7 Draw Card* at the start of their turn. [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 any of the two actions to perform.
5. The player can choose any of the ‘Free Actions’ (Dropping Champions, Aiding an Attack, Give Away Card/Money, Using Summoner Spell Cards).
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*.

**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.

**Actor(s):**

* Current User(s) turn

**Preconditions:**

* The player has at least one of the two actions remaining.
* The player has initiated their turn
* The player has declared they are attacking to control.
* There must be a champion card to be attacked
* The player must have an outgoing arrow on one of their cards

**Postconditions:**

* The player has one less action unless the attack is called off.
* The player takes control or loses his attempt at an attack to control

**Basic Course of Action:**

1. The player selects to Attack to Control as one of their actions during their turn.
2. The player selects a Champion, or their Region with an outgoing arrow. This will be the primary unit that will enact the Attack to Control
3. The player selects a target Champion to attack.
4. Alternate Course C: Support an Attack
5. Alternate Course D: Funding an Attack
6. [Alternate Course A: Call off an Attack]
7. 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.
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 defender’s resistance, with automatic failure on a roll of 11 or 12.)
11. 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]
12. 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.
13. Optional. The attacking Champion may transfer money to the Champion it captured.
14. 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.

**Alternate Course C:** Support an Attack

1. The player may select other Champions in the Power Structure to aid the attack, if any are able.

**Alternate Course D:** Funding an Attack

1. 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.

**Name:** Roll Dice

**Identifier:** UC 4

**Description:**

Roll a pair of dice.

**Actor(s):**

* User(s)

**Preconditions:**

* The game has been initiated by set amount of players
* A player finalizes attack preconditions and is determined to take their course of action

**Postconditions:**

* The player receives a value from 2-12.

**Basic Course of Action:**

1. User decides to attack or roll the dice given the necessary requirements have been made in the preconditions.
2. Generates two numbers between (inclusive) 1 and 6.
3. Add the numbers together.
4. Give that number to the use case that required the dice to be rolled. [Alternate Course A: Summoner Spell Played]
5. 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:**

Shuffling a deck of the cards to be played

**Actor(s):**

* Game Instance

**Preconditions:**

* The game has been launched from the desktop screen
* The main menu is available for the user to access
* The play button has been pressed.
* The user selects the amount of players that will be participating in the game

**Postconditions:**

* The deck of cards is shuffled.

**Basic Course of Action:**

1. The Champion and Spell Card objects are loaded into the instance of the game
2. The cards are randomized and shuffled such that the first player’s turn may be initiated
3. Alternate Course B: Spell Card drawn in first round
4. The use case ends

**Alternate Course B:** Spell Card drawn in First Round

* 1. If a spell card is drawn in the first round of a player’s turn, the card is put back into the deck.
  2. The deck is shuffled once more until a champion card is pulled from the top of the deck.

**Name:** Collect Income

**Identifier:** UC 6

**Description:**

Collect money based on controlled champions, regions, and spell cards.

**Actor(s):**

* USER

**Preconditions:**

* Any user’s turn has been just initiated
* The user controls at least a region card and (optional) champion cards

**Postconditions:**

* Each of the user’s cards indicated incomes has been distributed to each card individually

**Basic Course of Action:**

1. For each region and champion card under the user’s possession, a gold amount with the respective amounts indicated by the cards will be distributed
2. The balance of each card will be an updated sum of the previous and the distributed gold

**Name:** Draw Card

**Identifier:** UC 7

**Description:**

Draw a card from the deck.

**Actor(s):**

* USER who has the current turn

**Preconditions:**

* Game has been initiated
* Number of players have been selected
* A user’s turn has been initiated
* A user has collected their income

**Postconditions:**

* A card is taken from the deck and placed on the table if it is a champion Card
* A card is taken from the deck and put into player’s hand if it is a summoner spell card

**Basic Course of Action:**

1. The top card of the deck is revealed to the player after left clicking the deck
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:** The first round

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.

**Actor(s):**

* USER who has the current turn

**Preconditions:**

* A group of champions has been selected to be dropped within the current user’s turn

**Postconditions:**

* The Champion and its Minions are returned to the Uncontrolled Area.

**Basic Course of Action:**

1. User selects the option to drop a group
2. The user then selects part of the power structure in which he wishes to drop
3. Alternate Course A: Non-Adjacent Groups Selected
4. Detach the Champion and its Minions from its parent group.
5. Move the detached cards to the Uncontrolled Area.
6. The use case ends.

**Alternate Course A**: Non-Adjacent Groups Selected

* + 1. The user selects Non-Adjacent Groups within its power structure
    2. The system acknowledges that the selected groups and its parent groups are unlinked
    3. The system voids the intended action to drop a group

**Name:** Flip the Card

**Identifier:** UC 9

**Description:**

Flip over the selected card.

**Actor(s):**

* USER who has the current turn**.**

**Preconditions:**

* The card is in a flippable state.
* The game has been initiated
* The user’s turn has been initiated

**Postconditions:**

* The card will be flipped over

**Basic Course of Action:**

1. The user selects the card they wish to flip over
2. The card changes its sprite (image) to the opposite side of the card.
3. The card changes its image to the back side of the card.
4. The use case ends.

**Name:** Zoom in/out

**Identifier:** UC 10

**Description:**

Zoom in/out the board game.

**Actor(s):**

* USER

**Preconditions:**

* The game has been initiated
* The amount of players have been selected
* The first turn has been initiated

**Postconditions:**

* The board is either zoomed out or in

**Basic Course of Action:**

1. During any 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

**Actor(s):**

* USER

**Description:**

Rotate the camera.

**Preconditions:**

* The game has been initiated
* The set number of players have been placed
* 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:
   * 1. Q makes the board rotate in a counterclockwise fashion.
     2. E makes the board rotate in a clockwise fashion.

**Name:** Auto-Focus

**Identifier:** UC 12

**Description:**

The camera is brought back current player’s initial POV to encompass the player's cards.

**Actor(s):**

* USER

**Preconditions:**

* The game has been setup
* The first turn has been initiated
* The orientation of the board has been skewed
* The board is either zoomed too far out or zoomed too far in

**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. The User’s POV is skewed
2. The user clicks the middle mouse button
3. The POV of the user is returned to its original position(the same position as the position provided in the beginning of the user’s turn)
4. 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.

**Actor(s):**

* USER

**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 “arrow” keys

**Basic Course of Action:**

1. During the active player’s turn the arrow keys can be pressed to manipulate the camera position according to the player’s input:
   * 1. UP KEY moves the camera to the top.
     2. LEFT KEY moves the camera to the left.
     3. DOWN KEY moves the camera to the bottom
     4. RIGHT KEY 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 5 gold instead

**Actor(s):**

* Current User’s Active Turn

**Preconditions:**

* The game has been setup
* The first turn has been initiated
* Player’s turn has begun
* Player does not complete any actions during their given turn

**Postconditions:**

* No actions are taken
* Player collects 5 gold on their region card
* 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
3. 5 gold is added to the region card of the player who chose to pass their turn
4. 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.

**Actor(s):**

* Current User’s Active Turn

**Preconditions:**

* The game must have been initiated with as set number of players
* A player’s turn has been initiated
* There must be a vacant outgoing control arrow available for the movement of the champion and its group
* 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
* The player must have an action available

**Postconditions:**

* A champion and its group are moved so that the new control arrow is the group’s parent card
* The puppets of the group are also moved under the new parent card
* Cards may not overlap
  + Puppets overlapped must be moved to different control arrows if 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

**Actor(s):**

* Current User’s Active Turn

**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 unless signified by the region card

**Postconditions:**

* The group that has gold transferred to them reflects a new sum after the money is transferred
* The original group that transferred the amount of gold, 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 gold they are transferring.
3. The player chooses the adjacent group to which they are transferring to.
4. Alternate Course A: Undo
5. Alternate Course B: Gold Region
6. Optional. The player can transfer up to two times during their turn.
7. The Use case ends and proceeds with the player’s turn.

**Alternate Course A:** Undo

1. The player decides to undo the transfer of gold.
2. The use case ends and returns with the option of Step 5.

**Alternate Course B**: Gold Region

* + - 1. The Gold Region may transfer gold throughout their whole power structure during their money transfer

**Name:** Attack to Destroy

**Identifier:** UC 17

**Description:**

Attempt to destroy a target Champion by attacking it

**Actor(s):**

* Current User’s Active Turn

**Preconditions:**

* The player has at least one of the two actions remaining.
* The player has initiated their turn
* There must be a champion card to be attacked
* 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

**Actor(s):**

* User

**Preconditions:**

* The game must have started

**Postconditions:**

* The escape menu shows

**Basic Course of Action:**

1. The Player chooses to access the escape menu by pressing escape at any moment in the game.
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

**Actor(s):**

* User

**Preconditions:**

* The User has access to the main menu
* The User 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 and pressed
2. Optional. The player can choose to change the sounds.
3. Optional. The player can choose to return to the previous screen.
4. The use case ends here.

**Name:** Leave Game

**Identifier:** UC 20

**Description:**

The player chooses to Leave the current game.

**Actor(s):**

* User

**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 user chooses to leave the game.
2. The user left clicks on leave the game
3. Use Case ends.

**Name:** Resume Game

**Identifier:** UC 21

**Description:**

The player chooses to Resume the Game from the escape menu

**Actor(s):**

* User

**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. This is done by a left click on the return button or pressing escape once more
3. Use Case ends.

**Name**: Escape to Desktop

**Identifier**: UC 22

**Description**:

The player chooses to exit the entire game

**Actor(s):**

* User

**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 option to exit the game is available
2. The user left clicks the game and it returns them to their desktop
3. The state of the game is not saved
4. Use Case ends.

**Name:** Attack to Neutralize

**Identifier:** UC 23

**Description:**

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

**Actor(s):**

* User

**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

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:** Special Action

**Identifier:** UC 24

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

**Actor(s):**

* User

**Preconditions:**

* The player’s turn has been initiated
* At least one spell card has been drawn
* The active player decides to use the spell card by selecting it with the left click button

**Postconditions:**

* The spell card's ability influences the board according to its unique attributes.
* The spell card is discarded after it is depleted.

**Basic Course of Action:**

1. The spell card is revealed to all players
2. The actions and descriptions affiliated with the spell card is taken place by the player
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 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

**Actor(s):**

* User’s turn

**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.

**Actor(s):**

* Users

**Preconditions:**

* The player’s turn has been initiated

**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.

**Actor(s):**

* Users

**Preconditions:**

* The game has begun
* An active user’s turn has been initiatied
* The player has a group they are willing to trade
* 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.

**Actor(s):**

* Users

**Preconditions:**

* Active users turn has been initiated
* A group that can be gifted must be in the possession of the user
* The player is on their turn with at least one regular action left

**Postconditions:**

* The receiver now owns the group that was sent.

**Basic course of action:**

1. The user with the active turn clicks the gift action
2. The same user selects the group of adjacent cards to gift
3. The user selects which player to gift the cards to
4. Alternate Course A
5. The receiver receives the gift.
6. Alternat Course B
7. 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

**Actor(s):**

* Users

**Preconditions:**

* A player must have fulfilled the conditions of their region card to claim victory

**Postconditions:**

* The game is ended with a victory screen for that player.

**Basic course of action:**

1. The player fulfills the necessary requirements of their region card
2. Or they complete the basic requirements of owning 13 champion cards
3. Alternate Course B

**Alternate course B:** Forfeit

1. The player decides to leave.

**Name:** Defend

**Identifier:** UC 30

**Description:**

Defend against an attack by using money.

**Actor(s):**

* Users

**Preconditions:**

* Player group is targeted by an attack
* Player has a card that they wish to defend
* Play has sufficient funds to defend

**Postconditions:**

* Player is either successful or unsuccessful in defending the attack
* The amount of gold used to support the attack is taken out of the balance of the original card

**Basic course of action:**

1. Defender is given the option to support the defense of card when it is attacked
2. Optional: Defender chooses to increase the defense of the card by supplying it with gold
3. Alternate course C: Special card defense
4. Alternate course B: No attack
5. The attacker rolls
6. Defense is successful.
7. Alternate course A: Defense failed
8. 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

**Description:**

A user decides to initiate a game

**Actor(s):**

* Users

**Preconditions:**

* A user should have two or more players
* The game has been launched from the desktop

**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.
8. Alternate Course A: Quit

**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.

**Actor(s):**

* User(s) other than the one attacking

**Preconditions:**

* The player must choose who they wish to help
* The special regions have special conditions for interference
* The player must not call a privileged attack
  + If so, two spell cards discarding, or one spell 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. A unprivileged attack has been declared
2. Alternate Course A:
3. The option to interfere the attack will be available
4. The other users choose the faction they will be supporting during their interruption
5. The amount chosen to support an attack will be taken out of each respective player’s gold reserve and into the treasury

**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

**Name: Call off an Attack**

**Identifier:** UC 33

**Description:**

A player chooses to call of their attack

**Actor(s):**

* The current user’s turn

**Preconditions:**

* The player’s turn has been initiated
* The player must have actions available
* The player has chosen to attack another champion card
* The attack sequence has been initiated

**Postconditions:**

* The attack sequence is terminated, and no action has been taken place

**Basic course of action:**

1. The user can click cancel attack at the bottom right of the screen during the attack sequence
2. The user clicks it with the left mouse button

**Name:** Supporting an Attack

**Identifier:** UC 34

**Description:**

A user decides to increase their chances at an attack

**Actor(s):**

* Users

**Preconditions:**

* The player’s turn has been initiated
* The player must have actions available
* The player has chosen to attack another champion card
* The attack sequence has been initiated
* Optional: The attack may use some of their adjacent groups to support the attack

**Postconditions:**

* The attacker’s gold is reduced according to the amount the attacker is funding for the supporting of an attack

**Basic course of action:**

1. Attack Sequence has been initiated
2. Support the attack option is left clicked
3. Amount of gold by user input is recorded
4. The attack sequence is initiated

**Name:** Attack Failed

**Identifier:** UC 35

**Description:**

A user’s attack is unsuccessful

**Actor(s):**

* Users

**Preconditions:**

* The player’s turn has been initiated
* The player must have actions available
* The player has chosen to attack another champion card
* The attack sequence has been completed

**Postconditions:**

* The attacker has lost one available action
* The attacker is unsuccessful with their attempt of attacking

**Basic course of action:**

1. The attacker, interference, and support are all taken into during the attack sequence
2. The roll of the attacker is inadequate for their attempt to attack
3. The attack sequence is terminated.