Illuminice

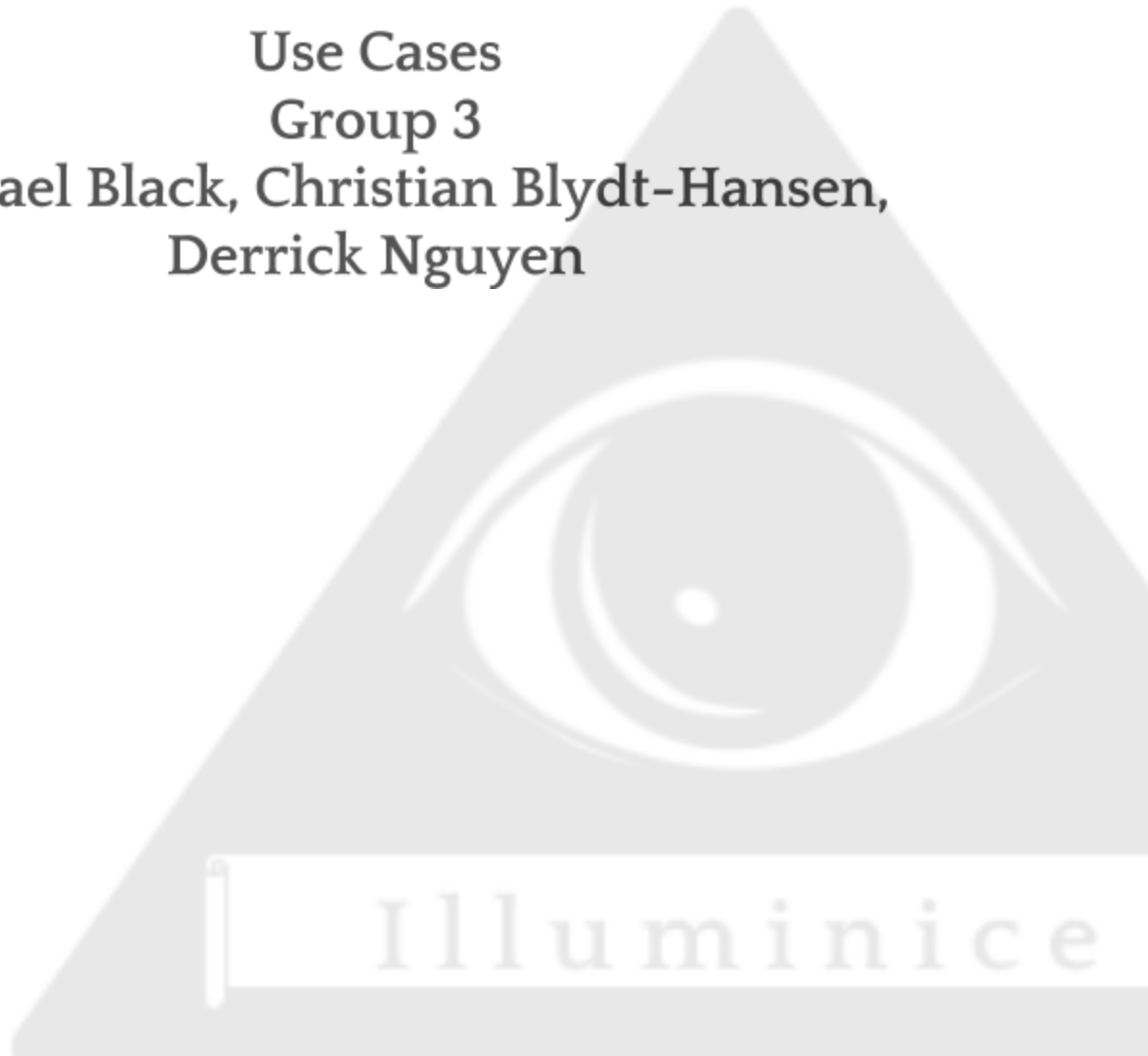## Use Cases
Group 3
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Use case: Attack general

Actor: Group1 (Attacker), Group2 (Defender)

Pre-Condition: Group1 is owned by the player whose turn it is

Post-Condition: Group2 remains where it is, or is moved to somewhere else on the board

Events:

1. Group1 is declared as attacking

> 2. Group1 is checked for an open control arrow

3. The resistance bonus is calculated for Group2

> 4. A depth first search is conducted to set a distance deficit

5. The alignments for the two groups are looked up

> 6. Check a lookup table to see if the groups have the same or opposite alignments

> 7. Set an alignment deficit accordingly.

8. Check group1 and group2 for any specials to alter attack

> 9. Alter attack accordingly, ex. Increase attack

10. Add any aiding group attack/resistance to each group

> 11. Check connected arrows on accord of players choice

12. Add all deficits to each group's attack/resistance for dice roll

13. Add money to attacker/defender

> 14. Increase attack/resistance for dice roll

15. Roll dice

> 16. If group1 wins, move group2 accordingly

Extensions:

> 3a. – 14a. An outside group calls an interference

>> 10a. Add that group's aid to the designated group

> 3b. – 14b.

>> 10b. Disallow an outside group to call an interference

Use case: Turn General

Actor: Player 1, Player 2

Pre-Condition: It is Player 1's turn

Post-Condition: Play progresses to the next player

Events:

1. Player 1 takes a Free Action

      2. Player 1 gives away money to Player 2

3. Player 1 takes a Regular Action

      4. Player 1 gives a group away to Player 2

5. Player 1 takes a Free Action

      6. Player 1 drops a group

7. Player 1 Ends their turn

8. Play continues counter clockwise

Use case: Transfer Money

Actor: Player, Group 1, Group 2

Pre-Condition: It is Player 1's turn and they have an available regular action

Post-Condition: Money is transferred from Group 1 to Group 2

Events:

1. Player chooses a group (1) to transfer from

2. Player chooses a group (2) to transfer to

      3. Groups 1 and 2 must be adjacent

4. Player chooses an amount of money to transfer

5. Money is removed from Group 1's treasury

      6. Group 1 must have sufficient funds requested

7. Money is added to Group 2's treasury

Use case: Attack to control

Actor: Group1 (Attacker), Group2 (Defender)

Pre-Condition: Group1 is owned by the player whose turn it is

Post-Condition: Group2 is controlled by the attacker

Events:

1. Group1 is declared as attacking

    2. Group1 is checked for an open control arrow

3. The resistance bonus is calculated for Group2

    4. A depth first search is conducted to set a distance deficit

5. The alignments for the two groups are looked up

    6. Check a lookup table to see if the groups have the same or opposite alignments

    7. Set an alignment deficit accordingly.

8. Check group1 and group2 for any specials to alter attack

    9. Alter attack accordingly, ex. Increase attack

10. Add any aiding group attack/resistance to each group

    11. Check connected arrows on accord of players choice

12. Add all deficits to each group's attack/resistance for dice roll

13. Add money to attacker/defender

    14. Increase attack/resistance for dice roll

15. Roll dice

    16. If group1 wins, move group2 to group1's power structure

        17. Remove group2 from player2's power structure or center

Extensions:

    3a. – 14a. An outside group calls an interference

        10a. Add that group's aid to the designated group

    3b. – 14b.

        10b. Disallow an outside group to call an interference

Use case: Attack to neutralize

Actor: group1 (player1/attacker), group2 (player2,defender)

Pre-Condition: group1 is owned by player1, group2 is owned by player2

Event:

1. Group1 is declared as attacking

      2. Group1 is checked for an open control arrow

3. The resistance bonus is calculated for Group2

      4. A depth first search is conducted to set a distance deficit

5. The alignments for the two groups are looked up

      6. Check a lookup table to see if the groups have the same or opposite alignments

      7. Set an alignment deficit accordingly.

8. Check group1 and group2 for any specials to alter attack

      9. Alter attack accordingly, ex. Increase attack

10. Add any aiding group attack/resistance to each group

      11. Check connected arrows on accord of players choice

12. Add all deficits to each group's attack/resistance for dice roll

13. Add money to attacker/defender

      14. Increase attack/resistance for dice roll

15. Add attacker bonus

16. Roll dice

      16. If group1 wins, move group2 to center

         17. Remove group2 from player2's power structure

Extensions:

      3a. – 15a. An outside group calls an interference

         10a. Add that group's aid to the designated group

      3b. – 15b.

         10b. Disallow an outside group to call an interference

User case: Attack to destroy

Actor: group1 (player1/attacker), group2 (player2 or center)

Pre-Condition: group1 is owned by player 1

Post-Condition: group2 may be cast to destroyed card pile

Events:

1. Group1 is declared as attacking

      2. Group1 is checked for an open control arrow

3. The resistance bonus is calculated for Group2

      4. A depth first search is conducted to set a distance deficit

5. The alignments for the two groups are looked up

      6. Check a lookup table to see if the groups have the same or opposite alignments

      7. Set an alignment deficit accordingly.

8. Check group1 and group2 for any specials to alter attack

      9. Alter attack accordingly, ex. Increase attack

10. Add any aiding group attack/resistance to each group

      11. Check connected arrows on accord of users choice

12. Add all deficits to each group's attack/resistance for dice roll

13. Add money to attacker/defender

      14. Increase attack/resistance for dice roll

14. Switch attack and resistance

15. Switch alignment deficit

16. Disable attacker's open arrow flag

17. Roll dice

      18. If group1 wins, move group2 to group1's power structure

         19. Remove group2 from user 2's power structure or center

Extensions:

      3a. – 17a. An outside group calls an interference

         10a. Add that group's aid to the designated group

      3b. – 17b.

         10b. Disallow an outside group to call an interference

Use Case: Move a Group

Pre-Condition: It is Player 1's turn

Post-Conditions: Group 1 is moved to another location on Player 1's power structure

Events:

1. Player 1 chooses a group (1) to be moved

2. Player 1 chooses a group (2) to attach Group 1 to

      3. Check to see if Group 2 has open arrow

      4. Check to see if there is physically enough room for Group 1

5. Player 1 chooses an arrow and orientation for Group 1

6. Player 1 chooses an arrow for Group 2

5. Remove Group 1 from its current location

6. Attach Group 1 to Group 2 on the appropriate arrows and orientation

Use case: Drop a group

Actor: Group

Pre-Condition: Group1 is owned by the player whose turn it is

Post-Condition: Group1 now belongs to the center, uncontrolled, with puppets (if applicable)

Events:

1. Group1 is removed from its current PowerStructure with puppets (if applicable)

       2. Arrow connections are destroyed and card is added to center pile

Use case: Give away money

Actor: Illuminati1 (Giver), Illuminati2 (Receiver)

Pre-Condition: none

Post-Condition: Illuminati2's treasury now contains some amount from Illuminati1's treasury

Events:

1. Transfer money from Illuminati1's treasury to Illuminati2's treasury

    2. Increment Illuminati2's treasury the same amount as Illuminati1's treasury is decremented.

Use case: Give away special

Actor: Player1 (Giver), Player2 (Receiver)

Pre-Condition: none

Post-Condition: Player2 now owns a specific special card and Player1 no longer does.

Events:

1. Transfer ownership of special card from Player1 to Player2

      2. Remove the special card from Player1's arraylist and add it to Player2's arraylist

Use case: Transfer group

Actor: Group1 (giver), PowerStructure2 (receiver)

Pre-Condition: It is the owner of Group1's turn, or the owner of PowerStructure2's turn, and the owner of PowerStructure2 has given permission

Post-Condition: Illuminati2's treasury now contains some amount from Illuminati1's treasury

Events:

1. Transfer Group1 from its PowerStructure to PowerStructure2

  2. Remove the connected arrow bond(s) from Group1 and its neighbors

  3. Player2 chooses how (s)he would like for Group1 to connect to PowerStructure 2

   4. Connect pointers between connected arrow(s) for Group1 and
   PowerStructure2

5. Player1 receives a special, a group controlled by Player1 receives money, Player1's PowerStructure1 receives a group from player2 (counted as a second transfer group action), or nothing happens, as a return.

  6. Add special to Player1's special card arraylist, decrement money from one of
  Player2's groups and increment the same amount of money for one of Player1's groups,
  repeat transfer group action, or do nothing, respectively. Users should be provided
  with a menu for these multiple actions for their Group or PowerStructure to partake
  in.

Use case: Passing

Actor: Player1

Pre-Condition: none

Post-Condition: Player1 has taken no actions and now has 5 MB (units of money)

Events:

1. Player1 takes no actions

2. Player1 collects 5 units of money

     3. 5 units of money is decremented from the bank and incremented for the group or Illuminati

    treasury of Player1's choice

Use case: Winning General

Actor: Illuminati1

Pre-Condition: Amount of groups to be controlled is set for amount of players

Post-Condition: Player1 has won, game stops (for basic playability)

Events:

1. End of Player1's turn and basic goal for winning is checked

      2. Compare Player1's count for groups controlled and compare to amount of groups to be

      controlled for amount of players

3. If Player1 controls enough groups, stop gameplay

      4. End all queued turns

5. Convey that Player1 has won

      6. Display end game screen

Use case: Win as Bavarian Illuminati with special goal

Actor: Player1

Pre-Condition: Player1 has Bavarian Illuminati card

Post-Condition: Player1 has won, game stops (for basic playability)

Events:

1. See how much power Player1 has from controlled groups so far

      2. Check Player1's Bavarian Illuminati's control power count

3. Compare this with a total power of 35

      4. If Player1's control power count is or exceeds 35 a flag will be set. If this flag is true, the player

      wins

5. End all queued turns

6. Convey that Player1 has won

      7. Display end game screen -> "Bavarian Illuminati has Won!"

Use case: Win as UFOs with special goal

Actor: Player1

Pre-Condition: Player1 has UFO Illuminati card

Post-Condition: Player1 has won, game stops (for basic playability)

Events:

1. See what Player1's UFO Illuminati's goal is

      2. Check which other Illuminati card the UFO Illuminati card *is* and retrieve its goal

3. See if the UFO's have achieved their goal

      4. See if the Illuminati card object that the UFO Illuminati card is has had all its flags set

5. End all queued turns

6. Convey that Player1 has won

      7. Display end game screen -> "UFO's have Won!"

Use case: Interference

Actor: Group1 (attacker), Group2 (defender), Illuminati3 (aid)

Pre-Condition: Aiding Player calls interference and Illuminati3 is owned by aiding Player

Post-Condition: Group1 or Group2 has an increase on power or resistance respectively

Events:

1. Player that owns Illuminati3 calls Interference

      2. Menu option to Interfere is presented and the Player that owns Illuminati3 chooses to do so

3. Player that owns Illuminati3 chooses to spend money to aid in attack or defense

      4. Money from Player that owns Illuminati3 is transferred from Illuminati3's treasury to Bank

            5. Decrement amount of money from Illuminati3's treasury and increment this amount to Bank's total money

6. Amount of money increases Group1's power or Group 2's resistance

      7. Increase Group1's power or Group 2's resistance by amount spent by Illuminati3

Extensions:

      1a. – 7a. Owner of Group1 calls Privilege

Use case: Privilege

Actor: Group1 (attacker), Group2 (defender), Illuminati3 (aid)

Pre-Condition: Aiding Player calls interference and Illuminati3 is owned by aiding Player

Post-Condition: Interferences are disabled for attack

Events:

1. Player1 calls privilege on attack

      2. Menu option is displayed for Player1 to choose privilege and Player1 chooses to do so

3. Player1 discards special card

      4. Special card is removed from Player1's array list of special cards and is added to the destroyed cards pile

5. Interferences are disabled for attack

      6. Flag is set in attack to disable further interferences (see abolishing privilege)