|  |  |
| --- | --- |
| **Flow of Events for the Orion System Element (Crew module) 1 use case** | |
| Objective | Complete 3 developments |
| Precondition | Custodianship of all 3 elements of the Orion System |
| Main Flow | 1. Develop Environmental control and Life support system – cost ? 2. Develop Heat shield – cost ? 3. Develop parachutes for each landing phase – cost ? |
| Alternative flow | Developments can occur in any order. |
| Post-condition | Element is flagged as fully developed. |

**Orion System Use cases**

|  |  |
| --- | --- |
| **Flow of Events for the Orion System custodianship** | |
| Objective | Land on/gain custodianship of all 3 Elements of the Orion System |
| Precondition | Must roll dice and land on an Orion Element |
| Main Flow | 1. Land on an Element of the Orion System. 2. Assess: is the square already owned? 3. Does the player choose to take ownership (yes/no). |
| Alternative flow | 1. Element already owned by another player. 2. Player has to contribute resources to the current owner. |
| Post-condition | Player has custodianship of the element. |

Notes:

In a UML diagram Orion would be an interface? and each of its 3 elements would implement Orion.

Before an Actor can arrive at this use case we need to add a use case for signing into the game itself. A precondition for custodianship of any element has to be that the user is signed in/collected resources etc.

|  |  |
| --- | --- |
| **Flow of Events for the Orion System Element (Service Module) 2 use case** | |
| Objective | Complete 3 developments |
| Precondition | Custodianship of all 3 elements of the Orion System |
| Main Flow | 1. Develop Solar Array Wings – cost? 2. Develop Fairing Panels – cost? 3. Develop Spacecraft adapter jettison fairings – cost? |
| Alternative flow | Developments can occur in any order. |
| Post-condition | Element is flagged as fully developed. |

**<<INCLUDES>>**

|  |  |
| --- | --- |
| **Flow of Events for the Orion System Element (Launch Abort System) 3 use case** | |
| Objective | Complete 3 developments |
| Precondition | Custodianship of all 3 elements of the Orion System |
| Main Flow | 1. Develop Jettison motor – cost? 2. Develop Altitude Control motor– cost? 3. Develop Abort motor – cost? |
| Alternative flow | Developments can occur in any order. |
| Post-condition | Element is flagged as fully developed. |

<<includes>>

<<includes>>

<<includes>>