2.

Name: Determine the landlord

Goal: Assign roles to each player, one is a landlord and the rest are farmers.

Actor: Players

Pre-condition: Cards are shuffled randomly, distributed to players counter-clockwise around the table until each player has 17 cards. Each player can only see his own cards. The last three cards are visible to everyone and belong to the landlord. The very beginning multiple is 15 and base point is 10.

MSS:

1. The system will randomly determine who is the first turn to pick a role. The player is able to refuse by clicking “Farmer” or agree by clicking “Landlord”.

2. The second player is able to pick a role as well.

3. Now it’s the third player’s turn.

4. Assign 1 landlord and 2 farms and give these three cards to the landlord.

5. The landlord is ready to get rid of his card(s).

Extensions:

1.a. No matter the first player picks landlord or farmer, the multiple stay same which is 15. Give turn to next player.

2.a. If the second player also picks a landlord, the multiple will become to 15 \* 2 = 30.

2.b. If the second player also picks the farmer, the multiple stays 15.

3.a. If the previous two players picked landlord and the third player picks landlord, the multiple will become to 15 \* 2 \* 2 = 60. In other words, the first time picks landlord the multiple is 15 if someone else picks landlord the multiple will be doubled.

3.b. If the previous two players picked farmer and the third player picks farmer, that means no one wants to be a landlord, the game will restart again and the cards will be shuffled again.

3.c. During the first round, if there’s one player picked landlord, the rest picked farmer. The one who picked landlord will become a landlord.

3.d. During the first round, if there’s more than one player picked landlord, it will go to another round until a player picks landlord twice.

9.

Name: scoring system

Goal: Summarize total score each player gains during this game.

Actor: Players

Pre-condition: There’s one player got rid of all his cards out.

MSS:

1. A summary window will pop up and shows landlord/farmers wins. It summarizes total score each player gains during this game.

2. The player can choose to continue the game on the same table or quit from this table.

Extensions:

1.a. If the landlord wins he will get: base score \* multiple. Each farmer will lose: base score\* multiple/2

1.b. If the landlord loses he will lose: base score \* multiple. Each farmer will get: base score\*multiple/2

2.a. If the player’s total score is 0, he cannot continue to play within an hour/day. A proper message box will notice him.