

Sample Use Cases

1. Save a game that is currently under way in order to quit and continue it later.
2. Load a saved game from a file
3. Start a new game for 2 players
 - o This involves generating a map from a text file
4. Achieve victory through annihilation of all other players
5. Use a settler to create a city
6. Use a city to produce a unit
7. Use a city to produce a settler (special case of unit as it lowers the level of the town)
8. Queue up a movement path that has been found via a path finding algorithm to be the most efficient manner of moving (based on distance, obstacles and movement cost)
9. Fortify a unit in a city
10. Use a combat unit to kill an enemy unit
11. Use a combat unit to attack a city (both with and without units in it)
12. Open the research menu and select a technology path
13. Press the turn done button to signify the end of your turn
14. Change the resource that a city is using
15. Increase the population of a city by allowing it to collect enough food surplus to expand.
16. Change what your city is producing
17. Pull up a help document for any aspect of the game, units, movement, production, etc.
18. Surrender/Quit game (All of your units should be destroyed)
19. Load a unit into a transport
20. Use a worker to Build a Road, Mine, or Irrigation on a tile (this should increase the rate of resource gathering)