Design 3 Use Case

User

Open Program To Login

Input New Game

Invalid Load File

Input Load Game

Creates New Game

Goes To Main Menu

Loads Old Game

Saves Game

Close Game

Input Shop

Input Battle

Input Save

Quit

Buy Troop

Sell Troop

Battle Menu Repeat Til Win or Lose

Player Win/Lose

Leave Shop

Move Input

End Turn

Attack Input

Trades Money For Buying Troop

Gets Money For Selling Troop

Select Valid Troop and Move

Select Valid Troop and Move

Troop Moves

Troop Attacks