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CSCI 345 – Dr. Moushumi Sharmin

**Assignment 1 – Part 1**

**1) Introduction – Brief Description:**

Deadwood is a board game played with 2 to 8 people in which each player represents an actor on a fictional movie set. Players spend their turns moving about the set and acting in roles to earn money and credits. Roles vary by scene, printed on cards, with higher budget scenes having more difficult roles, but also paying out more money upon completion as a result. Actors may take on higher level roles based on their current rank, which may be upgraded at the store for money or credits. The actual acting is simulated using dice rolls.

**2) Actors – Identification:**

The Actors in this game are the players, who play as actors, and the Board, who controls global events.

**3) Use Case Diagram:**



**4) Use Cases:**

Use Case Title: Initialize the Board

Actors: Board

Trigger: Beginning of game

Pre-Condition: Game has not yet begun

Post-Condition: The game begins

Basic Flow:

1. Board arranges the board depending upon decided orientation

2. Board distributes 10 scene cards at random to rooms

3. Board distributes shot counters to all rooms

4. Board places players into trailer

Use Case Title: Act in Starring Role

Actors: Active Player

Trigger: Player decides to act

Pre-Condition: Player has chosen a starring role

Post-Condition: Player’s turn is over

Basic Flow:

1. Player announces they will use their turn to act

2. Player rolls a value higher than the budget of the film

3. Shot counter decrements

4. Player receives two credits

Alternate Flow – Step 2:

2a. Player rolls a value lower than the budget of the film

3b. Player receives nothing

Alternate Flow – Step 3:

3a. Shot counter reaches zero

4a. The scene wraps

Use Case Title: Act in Supporting Role

Actors: Active Player

Trigger: Player decides to act

Pre-Condition: Player has chosen a supporting role

Post-Condition: Player’s turn is over

Basic Flow:

1. Player announces they will use their turn to act

2. Player rolls a value higher than the budget of the film

3. Shot counter decrements

4. Player receives one dollar and one credit

Alternate Flow – Step 2:

2a. Player rolls a value lower than the budget of the film

3b. Player receives one dollar

Alternate Flow – Step 3:

3a. Shot counter reaches zero

4a. The scene wraps

Use Case Title: Rehearse

Actors: Active Player

Trigger: Player decides to rehearse

Pre-Condition: Player has a role, and has not maxed out their rehearsal bonus (= film budget – rank)

Post-Condition: Player’s turn is over.

Basic Flow:

1. Player announces they will use their turn to rehearse

2. Player receives one practice chip

Use Case Title: Take Role

Actors: Active Player

Trigger: Player decides to take a role

Pre-Condition: There is an open role in Player’s current room and Player’s rank is equal to or greater than the role’s

Post-Condition: Player has a role, and their turn is complete

Basic Flow:

1. Player fills the role they select.

Use Case Title: Move

Actors: Active Player

Trigger: Player decides to move

Pre-Condition: The Player’s turn has just begun and is not working

Post-Condition: Player is in a new room

Basic Flow:

1. Player moves to a connected room

Use Case Title: Rank Up

Actors: Active Player

Trigger: Player decides to rank up

Pre-Condition: The Player is in the Casting Office, has sufficient Credits or Dollars to rank up, and is not already at max rank(6)

Post-Condition: The Player’s turn is now over and their rank is now higher

Basic Flow:

1. Player selects how many ranks to increase

2. Player pays the specified amount of dollars or credits

3. Player ranks up

Use Case Title: Wrap The Scene

Actors: Board and All Players

Trigger: The final shot of a scene finishes

Pre-Condition: Active Player acts on or off the card and the number of shot counters reaches 0

Post-Condition: Active Player’s turn is completed, and the scene is discarded

Basic Flow:

1. Active Player rolls number of dice equal to the budget of the movie

2. Board distributes dice among the starring roles

3. Board pays all Players in starring roles of the scene dollars equal to the dice they are assigned

4. Board pays all Players in supporting roles of the scene a bonus equal to the size of their roles

5. Board discards the scene

Use Case Title: End Day

Actors: Board and All Players

Trigger: The second to last scene wraps

Pre-Condition: There is one scene remaining on the board

Post-Condition: A new day is ready to begin

Basic Flow:

1. Board discards final scene

2. Board returns all Players to the Trailer

3. Board chooses ten new scenes randomly from the unused scene pool

4. Board resets the number of shot counters

5. Play continues with the next Player

Alternate Flow – Step 5 (Pre-Condition: it is Day 4)

5a. Board tallies Players’ scores.

6a. Board ends game.