Execute Action Use Case

Goal Level Sea Level

Actors User

Preconditions The User has connected to the server.

The User has joined a game.

Postconditions The client records the User’s actions in the attack log.

The results of the action are executed as intended.

Main Success

Scenario

1. User requests to navigate to a specified section in the sector view.
2. System moves the User to the section.
3. System increments the Stardate.
4. System logs the information of the action executed in the action log.
5. Computer AI ships fire their weapons at the closest enemy ships to them that are in range of their weapons.
6. System updates the views on the Gameboard.

Extensions

1a. User requests to fire a torpedo to the selected section in the sector view:

1. System decrements the targeted ships shields accordingly.
   1. Selected ship is destroyed:

1. Selected ship is removed from game.

1b. User requests to change their ship alert level:

1. System changes the User’s ship alert level to the level specified.

1c. User requests to refresh the game:

1. The system updates the User’s game display.