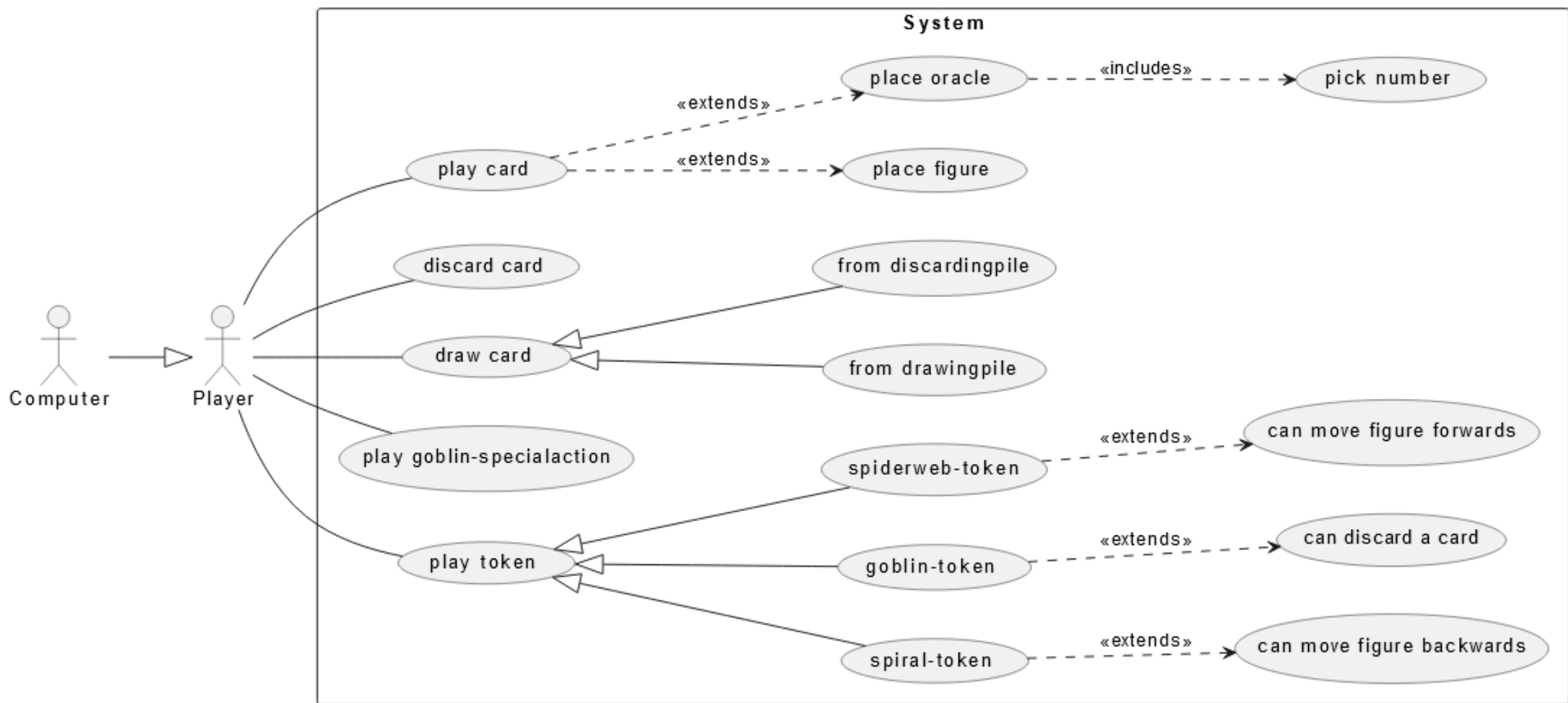


# ANFORDERUNGSDOKUMENT

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# Use-Case Diagram

Gruppe 5



# STORYCARDS

Gruppe 5

# Template: Vorderseite

priority (1:low-5:high)	name of story	SP
who (role): what (aim): why (use):		
risk (1:low-3:high)		(SP post)

# Rückseite

precondition: action: result:
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# STORYCARDS

Gruppe 5

abgearbeitet



# Vorderseite

2	choose player amount	SP
<p>who (role): person what (aim): chooses how many players why (use): so game can begin</p>		
1		(SP post)

# Rückseite

<p>precondition: no running game, CLI mode action: types number between 2 and 4 result: can pick who the players are to start game</p>		
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# Vorderseite

2	choose the players	SP
<p>who (role): person what (aim): chooses who the players are (humans or bots) why (use): so game can start</p>		
1		(SP post)

# Rückseite

<p>precondition: has picked amount of players action: picks how many are human and how many are bots result: game can start</p>		
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# Vorderseite

5	draw card from drawing pile	SP
<p>who (role): active player what (aim): draw a card why (use): so he has 8 again on his hand</p>		
3		(SP post)

# Rückseite

precondition: has less than 8 cards on his hand  
action: adds top card(s) from pile to hand until he has  
8  
result: has 8 cards on hand and can play or discard a  
card when it is his turn

# Vorderseite

4	draw card from discarding piles	SP
<p>who (role): active player what (aim): draw a card why (use): so he has 8 again on his hand</p>		
3		(SP post)

# Rückseite

<p>precondition: has less than 8 cards on his hand action: chooses pile and draws top card result: has 8 cards on hand and can play or discard a card when it is his turn</p>		
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# Vorderseite

4	play card	SP
<p>who (role): active player what (aim): plays a card from his hand why (use): to move one of his figures or the oracle</p>		
2		(SP post)

# Rückseite

<p>precondition: he has 8 cards on hand (drew cards) and chosen card fits on the appropriately colored pile (number = higher [increasing pile] / lower [decreasing pile] / same as top card) action: card is pushed on the correct pile result: card is played and player can choose if he wants to place figure or place oracle</p>		
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# Vorderseite

3	discard card	SP
<p>who (role): active player what (aim): discards card on discarding pile why (use): can't use card again in the game since it doesn't fit on pile</p>		
1		(SP post)

# Rückseite

<p>precondition: has 8 cards on hand (drew cards) action: discards card from hand on correctly colored discarding pile result: card is not on the hand anymore but on the discarding pile</p>		
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# Vorderseite

4	place figure	SP
<p>who (role): active player what (aim): place figure to the next field why (use): advance in the game</p>		
3		(SP post)

# Rückseite

<p>precondition: played a card action: figure is selected result: figure is placed on the next field depending on the color of the card, if there is a token on the field, the token-action will be executed</p>		
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# Vorderseite

2	found token: wishingstone	SP
<p>who (role): active player what (aim): points at game-end why (use): found wishingstone</p>		
1		(SP post)

# Rückseite

precondition: the field his figure moved to has a wishingstone on it  
action: gets one wishingstone  
result: at the end of the game, the wishingstone amount gets added to the points (-4, -3, 2, 3, 6, 10)

# Vorderseite

2	found token: mirror	SP
<p>who (role): active player what (aim): points at game-end why (use): found mirror</p>		
1		(SP post)

# Rückseite

<p>precondition: the field his figure moved to has a mirror on it action: gets one mirror result: at the end of the game, each mirror doubles the wishingstone points</p>		
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# Vorderseite

2	found token: points	SP
<p>who (role): active player what (aim): excecutes points-action why (use): field has points-token</p>		
1		(SP post)

# Rückseite

<p>precondition: the field his figure moved to has a points-token on it action: gets points according to token result: has gotten points</p>		
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# Vorderseite

2	found token: cloverleaf	SP
<p>who (role): active player what (aim): excecutes cloverleaf-action why (use): field has cloverleaf-token</p>		
2		(SP post)

# Rückseite

precondition: field his figure moved to has cloverleaf-token  
action: move figure to next field with cloverleaf-token  
in color of cloverleaf  
result: figure has moved, if new field also has a token,  
token gets excecuted as well

# Vorderseite

2	found token: spiral	SP
<p>who (role): active player what (aim): spiral-action why (use): field has spiral-token</p>		
2		(SP post)

# Rückseite

<p>precondition: field player has moved figure to has spiral-token action: can move figure backwards (but not on field the figure started from) result: figure has moved, if new field has a token, token gets executed as well</p>		
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# Vorderseite

2	found token: goblin	SP
<p>who (role): active player what (aim): goblin-action why (use): goblin-token on field</p>		
2		(SP post)

# Rückseite

precondition: field the figure has moved to has goblin-token  
action: can discard a card (from hand or last card from colored pile)  
result: card has been discarded

# Vorderseite

1	make Goblin-Specialaction	SP
<p>who (role): active player what (aim): make Goblin-specialaction why (use): get extra points</p>		
1		(SP post)

# Rückseite

<p>precondition: has not yet made the action in the game action: turn goblin-token on the other side result: get points according to figures on goblin-fields (3 on 3: 15 points, 3 on 2: 10 points, 3 on 1: 5 points)</p>		
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# STORYCARDS

Gruppe 5

anstehend



## Vorderseite

2	place oracle	SP
<p>who (role): active player what (aim): places oracle on field with his own figures on it why (use): get oracle points</p>		
2		(SP post)

## Rückseite

<p>precondition: played a card action: chooses a number (depending on the oracle number) and moves oracle result: gets oracle-points for each figure on the field</p>		
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