

Use Cases - Group B	
<b>Name:</b>	Keval Varia, Parth Patel, Jonathan Saucedo
<b>#1</b>	<b>Start Application</b>
<b>Goal</b>	Boot the game
<b>PreConditions</b>	The game is successfully installed and player has double-clicked on the executable runner.
<b>PostConditions</b>	User is displayed with the Main Menu screen
<b>Trigger</b>	Double-click the Game.exe from the installation folder
<b>Description</b>	This feature is meant to start the game and reveal the game-play User-Interface to the user
	The user will be able to enter all player details and begin the game (Extension 1B)
<b>Extensions:</b>	<i>1A: Game crashes</i>
	1. Program exits due to memory mismanagement from operating system
	2. Usecase terminates
	<i>1B: Game boots successfully</i>
	1. User is directed to the main-menu screen
<b>Author</b>	Keval Varia
<b>Create Date</b>	03/24/2020
<b>#2</b>	<b>Online Multiplayer</b>
<b>Goal</b>	To gain access to online connection to play with other players from across the world
<b>PreConditions</b>	Must be connected to the Internet, game must be running, game should be on the main menu
<b>PostConditions</b>	Connection to online servers to play with others from across the world
<b>Trigger</b>	The desire to see if you are the best in the world at this marvelous game
<b>Description</b>	1. The use case begins when the player wants to play online with others
	2. From the main menu, the player selects the option of "Online Multiplayer" (Alternative Course 5A)
	3. After pressing the "Online Multiplayer", the game will try to connect to the servers and once it connects, the player will have access to multiplayer online menu.
	4. The use case ends
<b>Extensions</b>	<i>Alternative Course 5A</i>
	1. The player isn't on the main menu.

	2. From the option menu, click "Return to Main Menu" button
	3. Continues to Description Step 2
<b>Author</b>	Jonathan Saucedo
<b>Create Date</b>	3/17/20
<b>#3</b>	<b>Entering Name of the Players</b>
<b>Goal</b>	To let Players type their names
<b>PreConditions</b>	1. Application is running
	2. Number of Players are selected
<b>PostConditions</b>	Players have entered their names
<b>Trigger</b>	When number of players are selected
<b>Description</b>	1. Form gets visible to type in the name of the players.
	2. Players type their Names and clicks "Submit" button (see extension 3A)
	3. Names are assigned as typed
	4. The use case ends
<b>Extensions</b>	3A: <i>One or more of the Names are left blank in the Form</i>
	1.Text/message appears to ask the user to type the names that are left blank
	2. Rejoin in the step 2 in description
<b>Author</b>	Parth Patel
<b>Create Date</b>	3/25/20
<b>#4</b>	<b>Start Game</b>
<b>Goal</b>	Allow players to queue into a game of their choice
<b>PreConditions</b>	1. Application is running
	2. All users have been entered
<b>PostConditions</b>	Game begins and triggers use case #5
<b>Trigger</b>	User mode the mode-type, enters minimum number of players, and then presses the "Start Game" button
<b>Description</b>	1. User enters name of each player

	2. User selects a "play order" from four various options
	3. Users presses "Start Game" and is directed to the game-play screen (user is assigned an illuminati card: use case #5)
<b>Extensions:</b>	<i>4A: User does not enter valid number of players</i>
	1. User is prompted to enter a valid number of players for the selected game mode
	2. User case restart
	<i>4B: User does not select a valid game mode</i>
	1. User is prompted to chose a valid game mode
	2. Use case is restarted
<b>Author</b>	Keval Varia
<b>Create Date</b>	3/10/2020
<b>#5</b>	<b>Assigning Illuminati Card</b>
<b>Goal</b>	Each player recieves an illuminati card at the start of the game
<b>PreConditions</b>	Players have successfully pressed "Start Game"
<b>PostCondition s</b>	Each player recieves an illuminati card which defines their role and goals
<b>Trigger</b>	Players press "start game"
<b>Description</b>	1. Player presses "Start Game" button
	2. Each player is assigned an "Illuminati Card"
	3. Game begins with the player who has the first turn (use case #11)
<b>Extension</b>	<i>5A: The user exits the game after pressing "start game"</i>
	1. The user will not be able to play the game as the application is no longer running
	2. User case exits
<b>Author</b>	Keval Varia
<b>Create Date</b>	3/10/2020
<b>#6</b>	<b>Display illuminati Special Goals</b>
<b>Goal</b>	To display each Player their illuminati Special Goal after assigning Illuminati cards to them
<b>PreCondition</b>	Illuminati cards are assigned to Players

<b>PostCondition</b>	Each Players are shown their Illuminati Special Goal
<b>Trigger</b>	When Players are assigned their illuminati cards
<b>Description</b>	1) Window pops up on the screen
	2) Shows Each Player's Illuminati Special Goal one by one, moves to next player by clicking "Okay" button (see extension 6A)
	3) The use case ends when the special goal are shown for each players
<b>Extensions</b>	<i>6A: If Player is Playing as The UFO</i>
	1) Message tells the Player that he/she is The UFO and ask other players to look away before The UFO gets to pick the goal
	2) The UFO gets to pick the special goal from the given 7 goals on the screen
	3) The UFO selects the goal and clicks "submit" button
	4) The use case ends
<b>Author</b>	Parth Patel
<b>Date</b>	03/28/20
<b>#7</b>	<b>Determining play order - Automatically</b>
<b>Goal</b>	To determine the order in which players will take their turn
<b>PreConditions</b>	Number of players are clearly defined before starting the game
<b>PostConditions</b>	Player list is arranged using alphabetical order of names
<b>Trigger</b>	User selects "determine automatically" selection before pressing "Start Game"
<b>Description</b>	1. User names are entered into the main menu
	2. User selects "decide automatically" option underneath the "play order" option
	3. User presses "start game" button
	4. Entire player list is sorted alphabetically and used for one game (see use-case #11)
<b>Extensions</b>	<i>7A: User does not select a valid number of minimum players</i>
	1. User will be prompted to enter details about the valid number of players
	2. User must then select the appropriate play order and press "start game"
	3. User case resets
	<i>7B: User does not select appropriate method of "play order"</i>
	1. User is prompted to select an appropriate play order and press "start game"

	2. User case resets
<b>Author</b>	Keval Varia
<b>Create Date</b>	3/10/2020
<b>#8</b>	<b>Determining play order - Random</b>
<b>Goal</b>	To determine the order in which players will take their turn
<b>PreConditions</b>	Number of players are clearly defined before starting the game
<b>PostConditions</b>	Player list is arranged randomly
<b>Trigger</b>	User selects "determine randomly" selection before pressing "Start Game"
<b>Description</b>	1. User names are entered into the main menu
	2. User selects "decide randomly" option underneath the "play order" option
	3. User presses "start game" button
	4. Entire player list is jumbled and used for one game (see use-case #11)
<b>Extensions</b>	<i>8A: User does not select a valid number of minimum players</i>
	1. User will be prompted to enter details about the valid number of players
	2. User must then select the appropriate play order and press "start game"
	3.- User case resets
	<i>8B: User does not select appropriate method of "play order"</i>
	1. User is prompted to select an appropriate play order and press "start game"
	2. User case resets
<b>Author</b>	Keval Varia
<b>Create Date</b>	3/10/2020
<b>#9</b>	<b>Determine play order - User Defined</b>
<b>Goal</b>	To determine the order in which players will take their turn
<b>PreConditions</b>	Number of players are clearly defined before starting the game
<b>PostConditions</b>	Player list is arranged randomly
<b>Trigger</b>	User selects "determine manually" selection before pressing "Start Game"

<b>Description</b>	1. User names are entered into the main menu
	2. User selects "decide manually" option underneath the "play order" option
	3. User enters the order in which the turns will take place
	4. User presses "start game" button
	5. User-defined list is used for one game (see use-case #11)
<b>Extensions</b>	<i>9A: User does not select a valid number of minimum players</i>
	1. User will be prompted to enter details about the valid number of players
	2. User must then select the appropriate play order and press "start game"
	3. User case resets
	<i>9B: User does not select appropriate method of "play order"</i>
	<i>1. User is prompted to select an appropriate play order and press "start game"</i>
	2. User case resets
	<i>9C: User makes no changes to the play order and proceeds with "start game"</i>
	1. User is prompted to confirm whether they want to continue in currently shown play order
<b>Author</b>	Keval Varia
<b>Create Date</b>	3/10/2020
<b>#10</b>	<b>Determine play order - Roll Dice</b>
<b>Goal</b>	To determine the order in which players will take their turn
<b>PreConditions</b>	Number of players are clearly defined before starting the game
<b>PostConditions</b>	Player list is arranged by the roll of a pair of dice
<b>Trigger</b>	User selects "determine by rolling dice" selection before pressing "Start Game"
<b>Description</b>	1. User names are entered into the main menu
	2. User selects "decide by rolling dice" option underneath the "play order" option
	3. User presses "start game" button
	5. Each user is asked to roll dice and the list is sorted from highest to lowest roll for gameplay. (see use-case #11)
<b>Extensions</b>	<i>10A: User does not select a valid number of minimum players</i>
	1. User will be prompted to enter details about the valid number of players
	2. User must then select the appropriate play order and press "start game"

	3. User case resets
	<i>10B: User does not select appropriate method of "play order"</i>
	1. User is prompted to select an appropriate play order and press "start game"
	2. User case resets
	<i>10C: User does not roll dice and stalls the rest of the users from continuing</i>
	1. After 30 seconds, the dice is automatically rolled for the user in order to continue smooth flow of gameplay
	2. User case resets
<b>Author</b>	Keval Varia
<b>Create Date</b>	3/10/2020
<b>#11</b>	<b>Four Original Uncontrolled Groups</b>
<b>Goal</b>	To place four original uncontrolled group on the table
<b>PreConditions</b>	Illuminati Cards has been assigned to players and gets its indicated income from the bank
<b>PostConditions</b>	Four cards are placed in the center of the table
<b>Trigger</b>	Illuminati gets its initial indicated income
<b>Description</b>	1. Draw a card from deck automatically (see Extension 13A)
	2. Place a Group card in the center of the table
	3. Repeat step 1-2 until there are four group cards at the table.
<b>Extensions</b>	<i>11A: Special Card is turned over</i>
	1. Put back the special card in deck
	2. Join #13 Use case from step1.
<b>Author</b>	Parth Patel
<b>Create Date</b>	03/12/20
<b>#12</b>	<b>Collect Income from Bank</b>
<b>Goal</b>	To give player's Illuminati card and controlled group their income from bank & keep track of total amount
<b>PreConditions</b>	Player's Turn - Sequence of Play begins for the current player

<b>PostConditions</b>	1. Player's Illuminati card and each group they control that has income will get those income from bank and places in their Group Treasury.
	2. The total amount of money for illuminati and Controlled group is increased by the income they get.
<b>Trigger</b>	Beginning of Player's turn
<b>Description</b>	1. Player get income for their Illuminati card.(see Extensions 12A & 12B)
	2. Player also get the income for their controlled group which has income.
	3. The total amount of the money for illuminati and Controlled group is increased by the income they get.
	4. The use case ends
<b>Extensions</b>	<i>12A: Player doesnt have any Controlled group</i>
	1. The total amount of the money for illuminati is increased by the income it got.
	2. The use case ends
	<i>12B: No Controlled group has income</i>
	1. The total amount of the money for illuminati is increased by the income it got.
	2. The use case ends
<b>Author</b>	Parth Patel
<b>Create Date</b>	03/10/2020
<b>#13</b>	<b>Draw a Card</b>
<b>Goal</b>	To let player draw the card from deck and put the card infront of player or at the center of the table
	depends on the what card is drawn from deck
<b>PreConditions</b>	Player collected the income from Treasury Bank
<b>PostConditions</b>	Player has Special Card in front of them or Group Card is places in center with Uncontrolled Groups
<b>Trigger</b>	Player got the income from the bank
<b>Description</b>	1. Player clicks on the deck of the cards
	2. Card will be displayed to the screen
	3. If the card is Special Card, then it will be placed in front of player. (Extension 13A)
	4. The use case ends
<b>Extensions</b>	<i>13A: Drawn Card is not Special Card</i>
	1. Card (Group Card) is places in center with Uncontrolled Groups



	2. The use case ends
<b>Author</b>	Parth Patel
<b>Create Date</b>	03/10/20
<b>#14</b>	<b>Attack to Control</b>
<b>Goal</b>	Current player attacks another players group in order to gain control of it
<b>PreConditions</b>	Previous players turn has successfully completed and transitioned to current players turn.
	Attacking group must have at least one outward pointing arrow in order to be able to execute an attack to control.
<b>PostConditions</b>	Both groups, attacking and defending, exist on the table.
<b>Trigger</b>	Player selects "Control" underneath "Attack Options" section and then click "Attack"
<b>Description</b>	1. This attack feature allows for any group to gain control of any other non-Illuminati group.
	2. Both groups, attacking and defending, must be in control of different groups, but could be controlled under the same Illuminati Group.
	3. No individual group may attack twice (except the UFO)
	4. The newly-controlled group is added to the controlling group, but may not participate in any actions for this turn.
<b>Extension</b>	<i>14A: Attacking group does not have an empty outward arrow</i>
	1. No attack will take place as the attacking group does not have the "ability" to control any more groups
	2. User is informed that the attack is not possible and must either restructure his groups or attempt another form of attack
	<i>14B: Attacking group fails to successfully complete the attack</i>
	1. No changes are made to the control order of any groups
<b>Author</b>	Keval Varia
<b>Create Date</b>	03/15/2020
<b>#15</b>	<b>Attack to Neutralize</b>
<b>Goal</b>	Current player attacks another players group in order to neutralize it
<b>PreConditions</b>	Previous player has successfully completed their turn. Focus has changed to current player

<b>PostConditions</b>	The target group is no more under any Illuminati groups control and joins the "uncontrolled area" along with all its subordinate groups
<b>Trigger</b>	Player selects "Control" underneath "Attack Options" section and then click "Attack"
<b>Description</b>	This attack is similar to an "Attack to Control" with the following differences:
	1. The target group must be a Group that is already controlled by another player
	2. The attacker gains an additional +6 bonus.
	3. The attacker does not need an open control arrow
	4. The attacked group and its subordinates are placed back in the "uncontrolled area"
<b>Extension</b>	<i>15A: Attacking group and target group are both controlled by the same player</i>
	1. No attack will take place as the attacking group may not attack its colleague group
	2. User is informed that the attack is not possible and must change the target group or type of attack
	<i>15B: Attacking group fails to successfully complete the attack</i>
	1. No changes are made to the control order of any groups
<b>Author</b>	Keval Varia
<b>Create Date</b>	03/15/2020
<b>#16</b>	<b>Attack to Destroy</b>
<b>Goal</b>	Current player attacks another players group in order to destroy it from the table
<b>PreConditions</b>	Previous player has completed their turn and the focus is now on current player
<b>PostConditions</b>	A group with no power cannot be destroyed except by the Special card " <i>Whispering Campaign</i> "
<b>Trigger</b>	Player selects "Destroy" underneath "Attack Options" section and then click "Attack"
<b>Description</b>	This attack is similar to an "Attack to Control" with the following differences:
	1. Each roll is a combination of "Attacking Power - Defending Power"
	2. Groups with different philosophies destroy each other more easily.
	3. A group does not need an open arrow in order to attempt destruction
	4. Target group is sent to the "dead pile" when destroyed.
<b>Extension</b>	<i>16A: Target group has no power and attacker does not have a Special Card labelled "Whispering Campaign"</i>
	1. User receives a pop-up which states that they may not attack as the target group has no power
	2. User retains their turn and decides what they would like to do

	<i>16B: Target group has no power and attacker does have a Special Card labelled "Whispering Campaign"</i>
	1. Attack is carried forward, result depends on target group and it's supporters
	<i>16C: Varying Philosophies</i>
	1. If attacking and target groups have identical philosophies, then an attack would yeild a -4 bonus
	2. If attacking and target groups have opposite philosophies, then an attack would yeild a +4 bonus
	<i>16D: If attack is successful</i>
	1. Target card is placed in "dead pile"
	2. All subordinate cards are placed in the uncontrolled pile
<b>Author</b>	Keval Varia
<b>Create Date</b>	03/24/2020
<b>#17</b>	<b>Rolling to Attack</b>
<b>Goal</b>	To determine if attack is successful
<b>PreConditions</b>	Must be the player's turn, must be attacking with an available action point, finished adding power and the defender must be finished with adding resistance
<b>PostCondition s</b>	The player will have a number that determines the success of the attack
<b>Trigger</b>	Players have both finished adding to their group
<b>Description</b>	1. The use case begins after the attacking player and defending player have finished adding power and resistance respectively
	2. The player will then click "Roll Dice" which will prompt a random number will be selected after having calculated the range of numbers that would determine if the attack is successful. (Alternate Course 17A)
	3. The use case ends
<b>Extensions</b>	<i>17A: A 11 or 12 is rolled</i>
	1. The use begins if the number that is rolled is a 10 or 11
	2. The player's attack will result as a failure and prompted with a message saying the number and that the attack was a failure
	3. The player will click on "OK" signifying that they have seen the message and understood the attack failed
	4. The use case ends
<b>Author</b>	Jonathan Saucedo
<b>Create Date</b>	3/16/2020

<b>#18</b>	<b>Increasing Power</b>
<b>Goal</b>	To increase the range of numbers that will allow for a successful attack
<b>PreConditions</b>	Must be attacking a group, must have money to spend on that group
<b>PostConditions</b>	The attacking group's power will be increased
<b>Trigger</b>	Player clicks one of the attacking options
<b>Description</b>	1. The use case begins when the player decides to increase their power after deciding to attack
	2. The player will be prompted to how much money they want to add to their attacking group. (see Extension 18A)
	3. For every 1MB, the attacking group's power is increased by 1 power. Increasing the power past 10 will not increase the range as rolling a 11 or 12 will cause a failed attack.
	4. The use case ends
<b>Extensions</b>	<i>18A Player runs out of money</i>
	1. Extension happens when player can no longer add money to the attacking group
	2. Player will then be prompted with a message stating that there is no money to add to the attacking group
	3. Player clicks on the "Close" button signifying that the player has seen the message and no longer tries to add more money to the attacking group
	4. The use case ends
<b>Author</b>	Jonathan Saucedo
<b>Create Date</b>	3/17/2020
<b>#19</b>	<b>Increasing Resistance</b>
<b>Goal</b>	To increase resistance to fend off the attacking group
<b>PreConditions</b>	Must be getting attacked, must have money to spend on that group
<b>PostConditions</b>	Defending group's resistance will be increased
<b>Trigger</b>	A player's group is getting attacked
<b>Description</b>	1. The use case begins when the defending player is getting attacked
	2. The defending player will be prompted to ask if they wish to add money to the group. (Alternative Course 19A)

	3. The defending player will add as much money as they want and have, with for each 1 MB the resistance is increase by 2 (Alternative Course 19B)
	4. The defending player will then press finish
	5. The use case ends
<b>Extensions</b>	<i>19A The player does not want to add money for resistance</i>
	1.The defending player decides not to use any money and presses the finish button
	2. The use case ends
	<i>19B The player runs out of money to spend</i>
	1. The defending player runs out of money to spend on the defending group
	2. The defending player will be prompted with a message stating that there is no more money that can be spent on the group
	3. The defending player will then hit the "Close" button signifying that the message was read and understood
	4. The use case ends
<b>Author</b>	Jonathan Saucedo
<b>Create Date</b>	3/17/2020
<b>#20</b>	<b>Move a Group</b>
<b>Goal</b>	To let player reorganise their power structure
<b>PreConditions</b>	1. Current Player's turn.
	2. Their power structure has atleast one vacant outgoing control arrow.
<b>PostCondition s</b>	1. Player moves their Group and its puppets to a vacant, outgoing Control arrow.
	2. Puppets are lost if they cannot be prevented from overlapping.
<b>Trigger</b>	Player click "Move a Group" button.
<b>Description</b>	1. Player select the group which they wants to move.
	2. Player can move the selected group and any connected puppets to any available outgoing control arrow.
	control arrow.( see Extension 20A )
	3. The use case ends
<b>Extensions</b>	<i>Alternate Course 20A - Cards overlapping</i>
	1. Player moves overlapping cards to different outgoing control arrows which are controlled by their

	same master . (see Extension 20B)
	2. The use case ends.
	<i>Alternate Course 20B - No outgoing control arrows available to prevent overlapping</i>
	1. Overlapping cards and their puppets (if any) are removed and returned to the uncontrolled area.
	2. The use case ends.
<b>Author</b>	Parth Patel
<b>Create Date</b>	03/12/20
<b>#21</b>	<b>Give away Group</b>
<b>Goal</b>	To let Player give away a Group to another Player in exchange of nothing.
<b>PreConditions</b>	1. It is Player's turn
	2. Player have a Group to give a away
<b>PostCondition s</b>	1. Player have successfully given the group away
	2. Group has been removed from the Power Structure of the Player and added to the
	other Player's Power structure
<b>Trigger</b>	Player Clicks the "Give away Group" button
<b>Description</b>	1. Select the group to give away from his power structure
	2. Player Select the Person they want to give a group away from the List of the Players on the screen
	3. Player confirms by clicking "Done" button (see extension 20A)
	4. Group is removed from the Player's Power Structure
	5. Group is added to the Power Structure of the Player who recieved it
	6. The use case ends
<b>Extensions</b>	<i>21A: Player clicks "Cancel Button"</i>
	1. Player is taken back to the game to select further actions
	2. The use case ends
<b>Author</b>	Parth Patel
<b>Create Date</b>	3/22/2020
<b>#22</b>	<b>Drop a Group</b>

<b>Goal</b>	To let Player drop a group from their power structure
<b>PreConditions</b>	1. Player is currently in their two actions sequence
	2. Player has atleast one group in their power structure
<b>PostConditions</b>	Player has successfully drop the group
<b>Trigger</b>	Player click "Drop a Group" button
<b>Description</b>	1. Player select the group they want to drop
	2. Message pop up on the screen to confirm the group which player wants to drop
	3. Player click "Confirm" button. ( see extension 21A )
	4. Group is dropped from the power structure
	5. Dropped group is added to uncontrolled group
	6. The use case ends
<b>Extensions</b>	22A: <i>Player does not confirm the drop</i>
	1. Player click "Cancel" button or "Close" the message
	2. Join #21 from step 1.
<b>Author</b>	Parth Patel
<b>Create Date</b>	03/15/20
<b>#23</b>	<b>Give away Money</b>
<b>Goal</b>	To let Player give money from his/her illuminati treasury to another Player's illuminati treasury.
<b>PreConditions</b>	1. Game has started
	2. Atleast one Player has money in his/her illuminati treasury
<b>PostConditions</b>	Player has given away money from his/her illuminati treasury to another player's illuminati treasury
<b>Trigger</b>	Player click "Give away Money" button.
<b>Description</b>	1. Player select his/her name from "From List"
	2. Player select another player name from "To List"
	3. Player type the amount they wants to transfer
	4. Player click "Done" button. (see extension 22A)
	5. Increase the illiminati treasury money of the player who receive the money
	6. Decrease the illuminati treasury money of the player who give away money

	7. The use case ends
<b>Extensions</b>	23A: <i>Player has typed incorrect format or exceeds the amount player's illuminati treasury</i>
	1. Join #22 from step 3.
<b>Author</b>	Parth Patel
<b>Create Date</b>	03/16/20
<b>#24</b>	<b>Give away Special Card</b>
<b>Goal</b>	To let Player give away his/her Special Card
<b>PreConditions</b>	1. Game has started
	2. Atleast one Player has Special Card
<b>PostCondition s</b>	1.Player has successfully given away his/her Special Card to another Player
	2. Special Card is added and removed from respective Players cards
<b>Trigger</b>	Player click "Give away Special Card" button
<b>Description</b>	1. Player select his/her name from "From List" (see extension 24A)
	2. Player select another player's name from "To List"
	3. Player select which Special Card to give away from the options provided.
	4. Player click "Done" button. (see extension 24B)
	5. Update the Special Card inventories of both Players.
	6. The use case ends
<b>Extensions</b>	24A: <i>Player does not have any Special Card</i>
	1. Message is shown on the screen that Player does not have any Special Card to give away
	2. Player Click "Okay" button or Close the window to close the message
	3. The use case ends.
	24B: <i>Player clicks "Cancel" button</i>
	1. Player is taken back to the game
	2. The use case ends
<b>Author</b>	Parth Patel
<b>Create Date</b>	3/22/20



<b>#25</b>	<b>Use a Special Card</b>
<b>Goal</b>	To let Player use the Special Card in the game
<b>PreConditions</b>	Player must possess the Special Card they wish to use
<b>PostConditions</b>	1) Player has successfully use the Special Card
	2) Special Card is placed into the discard deck
<b>Trigger</b>	Player clicks "Use a Special Card"
<b>Description</b>	1) A window pops up and ask the Player which special card to use from the special cards he/she owns
	2) Player selects a Special Card of their choice
	3) The Special Card is used as intended by the user and placed into the discard deck
	4) The use case ends
<b>Extensions</b>	N/A
<b>Author</b>	Parth Patel
<b>Create Date</b>	03/26/20
<b>#26</b>	<b>Transfer Money to Adjacent Group</b>
<b>Goal</b>	To let Player transfer the money to the adjacent group
<b>PreConditions</b>	1. It is Player's turn
	2. Player have atleast 2 group in his/her power structure
<b>PostCondition s</b>	Money has been transfered to the adjacent group
<b>Trigger</b>	Player clicks "Transfer Money" button
<b>Description</b>	1. Window appears on the screen telling player to select group and how much money to transfer
	2. Player select the source group
	3. Player select the adjacent group (see extension 26A)
	4. Player type the money they want to transfer (see extension 26B)
	5. Player clicks "Confirm" button to confirm the transfer (see extension 26C)
	6. Money is transferred to the adjacent group
	7. The use case ends
<b>Extensions</b>	26A: <i>Not a valid group select</i>
	1. Player is asked again to select the adjacent group again.

	2. Rejoin step 4 in the Description
	<i>26B: Player type the amount that exceeds the group treasury money</i>
	1. Player is asked again to type the money they want to transfer
	2. Rejoin step 4 in the Description
	<i>26C: Player clicks "Cancel" button</i>
	1. Transfer is canceled
	2. Player is taken back to the game
	3. The use case ends
<b>Author</b>	03/25/20
<b>Create Date</b>	Parth Patel
<b>#27</b>	<b>Trading</b>
<b>Goal</b>	To let Players trade groups/money/special cards
<b>PreConditions</b>	1. It is one of the player's turn who is involved in trading
	2. Both Players has items they wants to trade with each other.
<b>PostConditions</b>	1. Players have successfully trade with each other
	2. Update both Player's inventories (money/special cards/group) they trade
<b>Trigger</b>	Player clicks "Trade" Button
<b>Description</b>	1. Player 1 is asked to select item and Player 2, with whom they want to trade the item
	2. Player 1 clicks "Done" button
	3. Player 2 is asked if he/she wants to trade with Player 1 for the item Player 1 is willing to trade
	4. Player 2 clicks "Yes" button (see extension 27A)
	5. Player 2 select the items to trade with Player 1
	6. Player 2 clicks "Done" button
	7. Player 1 is asked to confirm the trade
	8. Player 1 clicks "Yes" button (see extension 27A)
	9. Items get exchanged between Player 1 and Player 2
	10. Items get updated in both Player's inventories (see extension 27B)
	11. The use case ends
<b>Extensions</b>	<i>27A: Player clicks "No" button</i>

	1. Player is taken back to the game
	2. The use case ends
	<i>27B: If the exchanged items is one of the group card</i>
	1. Player(s) get the chance to add the card to their power structure
	2. The use case ends
<b>Author</b>	Parth Patel
<b>Create Date</b>	3/25/20
<b>#28</b>	<b>End Turn</b>
<b>Goal</b>	To end the turn so that the next player can have their turn
<b>PreCondition</b>	User must have decided to end their turn
<b>PostCondition</b>	The next player's turn becomes active
<b>Trigger</b>	The player finishes all the actions they want to take
<b>Description</b>	1. The player has determined that they want to end their turn.
	2. The player clicks on the "End Turn" button located at the bottom where the rest of the buttons are located.(Alternate Course 28A)
	3. After clicking the "End Turn", the next player can begin their turn
<b>Extensions</b>	<i>28A: The player still has actions they can make</i>
	1. The player may still have actions that they can perform
	2. The player can click the "End Turn" which will prompt a message saying "Are you sure to wish to end your turn?"
	3. The player can click "Yes" to continue on to the next player's turn (see Extension 28B)
	4. The use case ends
	<i>28B: The player decides to select "No" about ending their turn</i>
	1. The player clicks "No" when asked about "Are you sure to wish to end your turn?"
	2. After selecting "No", the player can continue their turn until they wish to end their turn
	3. The use case ends
<b>Author</b>	Jonathan Saucedo
<b>Date</b>	03/29/20

<b>#29</b>	<b>Pass</b>
<b>Goal</b>	Passes turn without using an action points to collect money
<b>PreConditions</b>	No action points have been used, must be player's turn
<b>PostConditions</b>	The player will have collected 5 Megabucks
<b>Trigger</b>	Player clicks "Pass" button
<b>Description</b>	1. The use case begins when the player decides not to use any action points
	2. The player will click on the "Pass" button. (Alternative Course 29A & 29B)
	3. The use case ends
<b>Extensions</b>	<i>29A: User confirms they want to pass their turn</i>
	1. User must press "Yes" to the pop-up confirming the pass of their turn
	2. Users turn ends
	3. Use case ends
	<i>29B: User denies passing the turn</i>
	1. User must press "No" on the pop-up box to be able to continue their turn
	2. Use case ends
<b>Author</b>	Jonathan Saucedo
<b>Create Date</b>	3/16/2020
<b>#30</b>	<b>Add Targets to Uncontrolled area</b>
<b>Goal</b>	To have at least 2 uncontrolled groups in the uncontrolled area
<b>PreConditions</b>	The uncontrolled pile must have at least 2 groups available, must be done at the end of the player's turn when they have no action points
<b>PostConditions</b>	There should be at least 2 uncontrolled groups available to for the next player's turn
<b>Trigger</b>	Uncontrolled area has less than 2 cards
<b>Description</b>	1. The use case begins when there are less than 2 groups in the uncontrolled pile.
	2. At the end of the current player's turn, the game will automatically add groups to the uncontrolled pile until there are at least 2 groups in the pile. (Alternate Course 30A)
	3. The use case ends
<b>Extensions</b>	<i>30A: A special card is drawn when trying to add to the uncontrolled pile</i>

	1. The card that is drawn to be added to the uncontrolled pile is a special card.
	2. The special card drawn is then reshuffled in the deck and a new card is drawn. (Repeat 30A until a Group is drawn)
	3. The use case ends
<b>Author</b>	Jonathan Saucedo
<b>Create Date</b>	3/16/2020
<b>#31</b>	<b>Objectives Button</b>
<b>Goal</b>	User gets to learn more about their "Illuminati" card
<b>Pre-Conditions</b>	The user has successfully obtained an "Illuminati Card"
<b>Post-Conditions</b>	Gameplay continues once the user has completed checking their goals
<b>Trigger</b>	User presses the "?" button to learn more about their "Illuminati" card
<b>Description</b>	Current player presses the "?" button on top-right corner during their turn.
	A pop-up reads the alignment and goals for the users Illuminati Card.
<b>Extensions:</b>	<i>31A: User doesn't click on the button</i>
	1. no change occurs
	<i>31B: User clicks on the button labelled "?" to learn more about the game</i>
	1. a pop-up will allow the player to read the objectives for their group
	2. pressing the "?" button again will minimize the pop-up and lead the player back to gameplay screen
<b>Author:</b>	Keval Varia
<b>Create Date</b>	3/24/2020
<b>#32</b>	<b>Help Button</b>
<b>Goal</b>	Allow for player to access the gameplay rules
<b>Pre-Condition</b>	Application must be running
<b>Post-Condition</b>	An interactive in-game pop-up allows for the user
<b>Trigger</b>	User clicks the "help" button
<b>Description</b>	The pop-up allows for the user to rotate through various tabs:
	Tab #1: Gameplay rules

	Tab #2: Cards and Tutorial
	Tab #3: About the Developers
<b>Extensions</b>	<i>32A: A tab is selected</i>
	1. User is directed to the selected tab
	2. Use case ends
	<i>32B: User clicks outside the range of the pop-up</i>
	1. Use case ends and player is taken back to the previously saved state
<b>Author</b>	Keval Varia
<b>Date</b>	3/29/2020
<b>#33</b>	<b>Check Ranking</b>
<b>Goal</b>	To see where the player ranks against all other players in the world
<b>PreConditions</b>	Have access to online multiplayer, game must be running
<b>PostConditions</b>	Have viewing of current rank in online multiplayer
<b>Trigger</b>	The player decides to see their rank
<b>Description</b>	1. The use case begins when the player wants to check their rank
	2. The player must get to be on the online multiplayer (Use case Online Multiplayer)
	3. From being on the multiplayer online menu, there will be an option to check rank under the button "Statistics"
	4. After click the "Statistics" button, the ranking will appear at the top of the screen if the player has ranked before. (Alternative Course 33A)
	5. The use case ends
<b>Extensions</b>	<i>33A: The player has not ranked</i>
	1. The default description will say "UNRANKED" until the player has played at least one ranked multiplayer game
	2. The use case ends
<b>Author</b>	Jonathan Saucedo
<b>Date</b>	3/28/2020
<b>#34</b>	<b>Fixing Sound Settings</b>

<b>Goal</b>	To adjust the volume and/or quality of the audio in game
<b>PreCondition</b>	User must be in game, user must have access to the options menu
<b>PostCondition</b>	The audio will be set to the user's liking
<b>Trigger</b>	The user wishes to set the audio differently than how the default settings are
<b>Description</b>	1. The user must click on the option menu located in the top right corner which they will see "Audio Settings"
	2. After clicking on "Audio Settings" there will be a few options such as Master Volume, Music Volume, Game Volume and the user will change those to their liking
	3. After the user has changed the audio to their liking, they will select on "Apply changes" (Alternative Course 33A)
	4. After the user has selected "Apply changes", the user will select "Close" to get out of "Audio Settings"
	5. The use case ends
<b>Extensions</b>	<i>34A: The user decides that no changes were needed and the default settings were fine</i>
	1. The use case begins if the user decides that the default settings were perfect to begin with
	2. The user selects the "Restore Default Settings" near the bottom left of the menu
	3. After selecting "Restore Default Settings", all audio settings will be restored to their default settings
	4. The use case ends
<b>Author</b>	Jonathan Saucedo
<b>Date</b>	03/29/20
<b>#35</b>	<b>Returning to Main Menu</b>
<b>Goal</b>	To jump back to main menu without having to quit the game entirely
<b>PreCondition</b>	Must be on a different menu other than Main Menu, must have access to the options menu
<b>PostCondition</b>	The user will be on the main menu
<b>Trigger</b>	The user wishes to return to the main menu
<b>Description</b>	1. The user wishes to get back to the main menu
	2. The user can then click on the option menu which will have an option to "Return to Main Menu"
	3. After clicking "Return to Main Menu" the user will be prompted to confirm that they wish to return to the main menu (Alternative Course 34A)
	4. The user confirms their selection and they jump back to the main menu
	5. The use case ends
<b>Extensions</b>	<i>35A: The user doesn't want to return to the main menu after all</i>

	1. The user decides that they don't want to return to the main menu
	2. The user then clicks "Cancel" and they don't return to main menu
	3. The use case ends
<b>Author</b>	Jonathan Saucedo
<b>Date</b>	03/29/20
<b>#36</b>	<b>Leave Game</b>
<b>Goal</b>	Allow a player to leave the game without completing
<b>PreConditions</b>	Player is currently on board with their cards and it's their turn
<b>PostConditions</b>	User will no longer be able to play after chosing this option
<b>Trigger</b>	The player presses "Forfeit" button
<b>Description</b>	This use case will allow users the freedom to forfeit their game should they decide to
	1. User will be provided with a "Forfeit" Button in line with all other action-buttons
<b>Extensions</b>	<i>36A: User Confirms the forfeit</i>
	1. All their cards go to the uncontrolled deck aside from the illuminati card
	2. Use case terminates and user is removed form further turns
<b>Author</b>	Keval Varia
<b>Date</b>	3/28/2020
<b>#37</b>	<b>Exit Game</b>
<b>Goal</b>	To close the application
<b>PreConditions</b>	The game must be running already
<b>PostCondition s</b>	Gameplay is stopped for all users and application is terminated
<b>Trigger</b>	Player clicks "Exit Game"
<b>Description</b>	1. The use case begins when the player personally selects the option to exit the game
	2. In the top right corner, there will be an option button that is where the exit game button is located. This is what the player needs to click first in order to get to the exit game button.
	3. Once in the options menu, there will be an exit game button located at the bottom of the menu.



	4. The player then clicks exit game button and the application closes
	5. The use case ends
<b>Extensions</b>	<i>37A: User spams the exit button</i>
	1. only the initial click will register resulting in the termination of the application
	2. use case ends
<b>Author</b>	Jonathan Saucedo
<b>Create Date</b>	3/16/2020