

King of Tokyo Use Cases

Use case: Roll dice

Actor: User (Player)

Pre-Condition: Player's turn has begun

Post-Condition: Dice is ready to be resolved

Events:

1. User rolls all of their dice.
- 2. Program presents user with the outcome**
3. User selects which dice they'd like to reroll and presses 'Reroll'
- 4. Program presents user with the outcome**
5. User selects which dice they'd like to reroll and presses 'Reroll'
- 6. Program presents user with the outcome**
7. Turn is ended and dice is resolved

Extension:

1a - 6a. User presses 'End roll'

1a.1 Rejoin step 6

1b - 6b. User presses 'Pause'

1a.2 Rejoin step 6

Use case: Resolve dice in Tokyo

Actor: User (Player)

Pre-Condition: Player has to have rolled dice

Post-condition: Player's dice will have been resolved

1. System inputs player's roll
2. System totals Smashes, Energies, and Victory Points; player proceeds to smash in Tokyo, and gains energy cubes and victory points.

Use case: Resolve dice outside of Tokyo

Actor: User (Player)

Pre-Condition: Player has to have rolled dice

Post-condition: Player's dice will have been resolved

1. System inputs player's roll
2. System totals Smashes, Hearts, Energies, and Victory Points; player proceeds to smash outside Tokyo, and heals, also gaining energy cubes and victory points.

Use case: Yield Tokyo

Actor: User (Player)

Pre-Condition: User in Tokyo has been smashed

Post-condition: User in Tokyo either leaves or stays in Tokyo

1. User in Tokyo clicks 'Yes' or 'No' when asked if they want to yield.
- 2.1 If yes, player leaves Tokyo
- 2.2 If no, player does not leave Tokyo

Use case: Use Power Card

Actor: User (Player)

Pre-Condition: User has a usable power card

Post-condition: User will have used power card

1. User selects "Use Power Card"
2. System shows all available cards
3. User selects Power Card they'd like to use
4. System calculates cards effect and prompts the user for any additional input
5. User confirms use when ready
6. System applies effect
7. User's turn is ended

Extension:

- 3a - 5a: User presses 'Cancel'
- 3a.1. Rejoin step 7

Use case: Player Dies

Actor: User (Player)

Pre-Condition: Player's health is 0 or less

Post-condition: Player's monster is dead

1. User is prompted with "You died sorry :/"
2. System removes player's monster from the game

Extension:

- 1a. User chooses whether or not to accept death
- 1a.1 Regardless of whether or not user accepts their monster's death, it dies anyway

Use case: Smash from outside of Tokyo

Actor: User (Player)

Pre-Condition: Player rolls at least one Smash icon

Post-Condition: Player inside Tokyo gets smashed

1. Player A rolls one or more Smash icons on dice
2. For each Smash icon, player inside of Tokyo (Player B) loses 1 health point
 - 2.1. Player B chooses to yield Tokyo, still takes damage
 - 2.1.1. Player A must enter Tokyo
 - 2.2. Player B chooses not to yield Tokyo, still takes damage
 - 2.2.1. Player A ends their turn

Use case: Smash from inside Tokyo

Actor: User (Player)

Pre-Condition: Player rolls at least one Smash icon

Post-Condition: Players outside Tokyo get smashed

1. Player inside of Tokyo rolls one or more Smash icons on dice
2. For each Smash icon, each alive player outside of Tokyo loses 1 health point
3. If any player outside of Tokyo has their health points drop to zero, their character dies and they are out of the game
4. Player ends their turn

Use case: Buy Power Card(s)

Actor: User (Player)

Pre-Condition: User has enough Energy Cubes to purchase the desired Power Card

Post-Condition: User obtains Power Card that they can use at their discretion

1. User selects which card they would like to purchase
2. System subtracts the cost of the Power Card from the player's total Energy Cubes
3. System adds Power Card to player's hand
4. Systems replaces purchased Power Card with new Power Card from deck
5. Repeat for each Power Card player wishes to purchase
6. Player ends turn

Use case: Determine player order

Actor: User (Player)

Pre-Condition: User has selected "New Game"

Post-Condition: New game is ready, first player is able to start their turn

1. For each player indicated by the user when prompted for "number of players," player rolls dice
2. System makes a note of how many Smash icons are rolled for each player
3. The player with the highest total of Smash icons on their roll goes first
 - 3.1. If no player rolls a Smash icon on their first turn, repeat from step 1
 - 3.2. If two or more players roll the same number of Smash icons, those players reroll against each other until there is a winner

Use case: Player heals

Actor: User (Player)

Pre-Condition: User has less than 10 health points, or user has 10 health points and a Power Card which allows them to have more than 10 health points

Post-Condition: User has restored some or all health points

1. User rolls at least one Heart icon
2. For each Heart icon, system increases player's health points by 1
 - 2.1. Health points max out at 10, unless player uses Power Card which allows them to increase health points up to 12

Use Case: Start Game

Actor: User (Player)

Pre-Condition: Game is not running

Post-Condition: Game is started awaiting play

Events:

1. User boots up the game
- 2. Game boots to Main Menu**
3. User Selects how many characters will be playing
- 4. Game asks which characters the user would like to play as**
5. User selects unique characters
- 6. Game Transitions to the game board and plays game starting music**

Extensions:

- 3a-6a: User presses 'Quit Game'
 - 3a.1 Game is shut down
- 4a-5a: User selects 'Change Player Count'
 - 4a.1 Characters are deselected
 - 4a.2 Rejoin step 3

Use Case: Reroll Shop

Actor: User (Player)

Pre-Condition: Item shop exists

Post-Condition: 3 Cards will be available for purchase from the shop

Events:

1. User inspects the shop
- 2. Shop fills all empty slots**
3. User pays two energy points to reroll the shop

4. **Shop is discarded and 3 new cards fill its place**
5. User Buys a new card
6. **Game Transitions to next players turn**

Extensions:

- 5a-6a: User presses 'Exit Shop'
 - 5a.1 Jump to 6
- 5a-6a: User selects 'Reroll Shop' again
 - 5a.1 Jump to step 3

Use Case: Player wins the game

Actor: User (Player)

Pre-Condition: Game is playing

Post-Condition: Game ends and a winner is declared

Events:

1. User gains 20 victory points
2. **Game plays victory music and shows winner on screen**
3. User selects if they want to play again
4. **Game saves winner to high scores**
7. User quits the game
8. **Game Terminates**

Extensions:

- 1a: User is the last monster standing
 - 1a.1 Jump to 2
- 3a: User selects 'Play Again'
 - 3a.1 Jump to use case 'Start Game #3'