<Civil\_War>

Use-case Specification:<Move the army>

版本 <0.3>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Description** |
| 2021/09/ | 0.1 | First draft. | ChenHan Group |
| 2021/11/10 | 0.2 | Update after Elaboration iteration. | ChenHan Group |
| 2021/11/21 | 0.3 | Finish all documents | ChenHan Group |
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catalogue

1. Brief Description 4

1.1 Purpose 4

1.2 Arrange 4

1.3 Definition, initial and acronym 4

1.4 Reference 4

1.5 Overview 4

2. Flow of Events 4

3. Derived requirements 4

Use-Case: < Init the Game >

**Brief Description**

Generating a chessboard situation

**Actor Brief Descriptions**

Player: An player is a user who want to use this game system

**Preconditions**

Player starts to use this game system.

**Stakeholders and Interests:**

1. Players can access quick responses and feedback from game system.

**Basic Flow of Events**

1.Player choose to start a new game

2.Player choose different difficulty.

3.Game system load game resources

4.Game system initialize the game checkerboard.

5.Game system generatres the game data.

# The use case ends.

**Alternative Flows**

1a. Player load an Archive instead of start a new game.

1. Game system load game resoureces
2. Game system load the game data.

# Derived requirements

None