Iteration 1 Models

Team Information:
- Team Number: 13
- Group Members:
  - Mitchell Hird (Student 100881078)
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Use Cases:

UC-01	Player Starts The Game
Description	Player starts the application for the first time and gets ready to play the game
Actors	One application, one to many individual players waiting to play
Starting Condition	N/A
Main Sequence	1. User starts the game application 2. System responds with an opening screen, waiting for user input 3. User selects to start a new game from the menu provided 4. System builds the player listing, board, and player movement options 5. User enters player information by clicking on available add button, specifies both the name and class they which to play as 6. Step 5 is repeated until the desired amount of players has been meant 7. User starts game
Post-Condition	Game has started and players begin taking their desired turns

UC-02	Player Attempting To Move To New Clearing
Description	After game is running, player attempts to move along the board
Actors	Current player for the turn
Starting Condition	UC-01 must be meant before this can be carried out
Main Sequence	1. Current player of the game selects the move option from the available list 2. System responds by highlighting all available clearings that connected to there player's connected clearings **Repeatedly:** 3. Player selects a valid area for the character movement 4. System checks the area to see if is a valid move for the player 5. System records "M-" followed by the clearing name to the player's log

	6. System moves player to new area, highlighting new connected clearings for the next movement
Post-Condition	Player has moved their current clearing to the new clearing
Alternative Scenarios	• The player might at any point select to cancel the movement action by selecting another action from the ones provided • Player may not actually move from their current clearing as they can move back and forth in between tiles

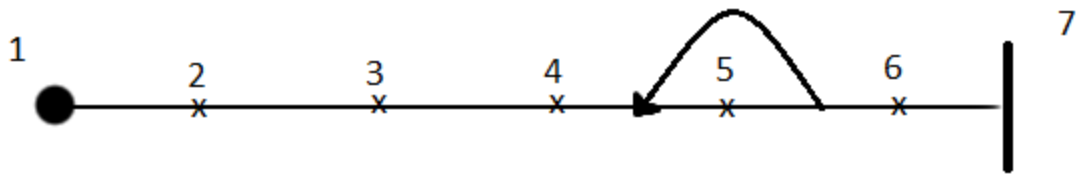| UC-03	Player Attempts To Hide In Current Clearing
Description	During the current player's turn they attempt to hide for their turn
Actors	Current player for the turn
Starting Condition	UC-01 must be meant before this can be carried out

Main Sequence	1. User starts their turn and is unhidden if the are currently hidden
	2. User selects hide from the available list of commands available
	3. System generates value to determine if player becomes hidden
	   • If player becomes hidden, their tile becomes green until they become unhidden from another means
	   • If player stays unhidden then their tile will remain the same

Post-Condition	Player has been hidden based on the result from the system

UC-04	Treasure Searching And Looting
Description	During the player's turn they search and/or loot the current clearing they are in
Actors	Current player for the turn
Starting Condition	UC-01 must be met before this can be carried out

Main Sequence	1. User starts their turn
	2. User selects the search option from the list of commands
	3. System responds with dialogue with available options for searching
	4. User selects to either search or loot from the clearing
	   • If user selects to search clearing, system searches the player's clearing, giving the player access to the hidden items if they are found
	   • If user selects loot, the player loots the available treasure and adds it to their current collection

Post-Condition	Player has searched the area and may have new treasures added to their inventory

UC-05	**Displaying Detailed Character Sheet**
Description	Steps for displaying the character sheet for the selected player
Actors	One or more players currently playing the game
Starting Condition	Application must be ran but the game does not need to have been started.
Main Sequence	1. User selects a player from the list 2. User clicks on the option to show detailed card 3. System responds by displaying the character detail sheet for the selected player's class
Post-Condition	Player detail has been displayed

| UC-06	**Player Enters Combat With Another Player**
Description	Steps for conducting combat between a player and another player
Actors	More than one player currently playing the game
Starting Condition	UC-01 must be met before this can be carried out and multiple players must be unhidden on the same clearing

Main Sequence	1. All players have sent their turn and two players are unhidden on the same clearing
	2. A combat user interface is opened for the players
	3. The luring phase of combat is initiated
	   1. - Users select which enemies they would like the lure by pressing the enemy buttons in the combat user interface
	4. The charging phase of combat is initiated
	   1. -
	5. The manoeuvres and attack phase of combat is initiated
	   1. - Users select whether or not they would like to thrust, swing, or smash for their attack
	    - Users select whether or not they would like to dodge, duck, or charge for their manoeuvre
	6. Attacking phase is resolved
	   1. - Harm is calculated and applied to users
	    - Fatigue is calculated and applied to users
	7. Steps 3 through 6 are repeated until there is no more than one player in a clearing or nothing happens for 2 rounds
	   1.

Post-Condition	Combat has been resolved

Unbounded Use Case Maps:

UC - 01

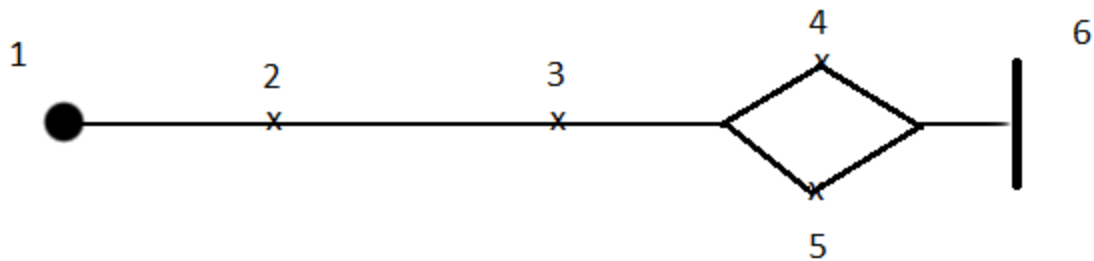| Tag	Responsibility
1	User starts the game application
2	System responds with an opening screen, waiting for user input
3	User selects to start a new game from the menu provided
4	System builds the player listing, board, and player movement options
5	User enters player information by clicking on available add button, specifies bith the name and class they which to play as
6	User starts the game
7	The game has started

UC – 02
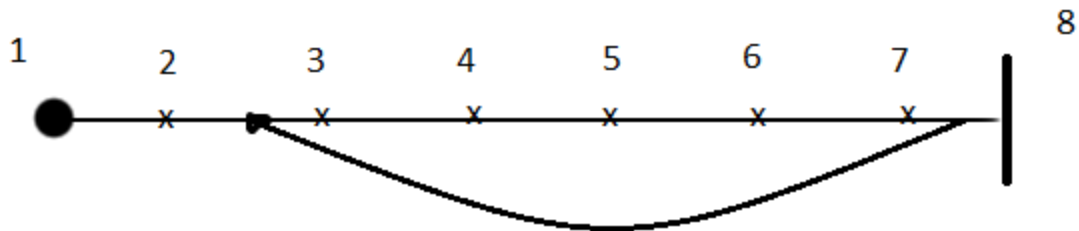
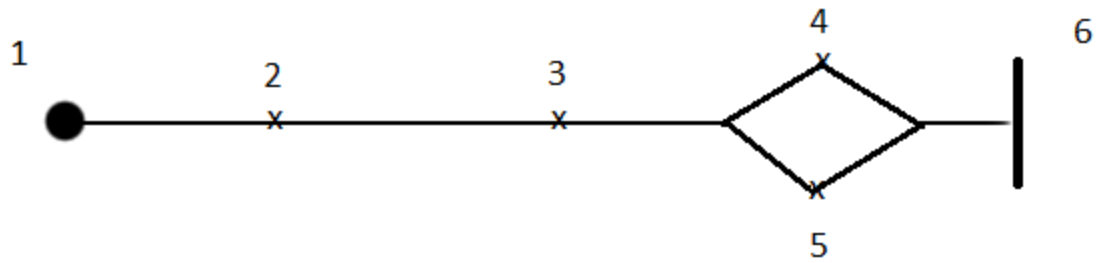| Tag	Responsibility
1	Current player of the game selects the move option from the available list
2	System responds by highlighting all available clearings that connected to player's connected clearings
3	Player selects a valid area for the character movement

|	
4	System checks the area to see if it is available for the player to move to
5	System records "M-" followed by the clearing name to the player's log
6	System moves player to new area
7	System highlights clearings connected to new area
8	Player has finished moving to the desired clearing

UC-03

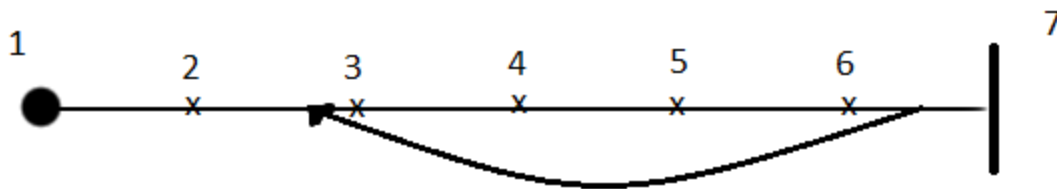| Tag	Responsibility
1	User start their turn and is unhidden if they are currently hidden
2	User selects hide from the available list of commands
3	System generates value to determine if player becomes hidden
4	Player becomes hidden, their tile becomes green until they become unhidden
5	Player stays unhidden (hiding failed)
6	The player has attempted to become hidden

UC-04

Tag	Responsibility
1	User starts their turn
2	User selects the search option from the list of commands
3	System responds with a dialogue that contains options for searching
4	User has selected to search clearing, system searching the clearing and gives the player access to hidden items if found
5	User selects loot, the player loots the available treasure and adds it to their inventory
6	The player has searched or looted their clearing

UC-05
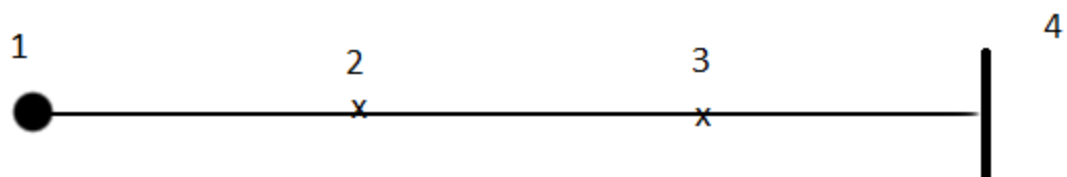
Tag	Responsibility
1	User selects a player from the list
2	User clicks on the option to show detailed card
3	System responds by displaying the character detail sheet for the selected player's class
4	Player detail has been displayed

UC-06

Tag	Responsibility
1	All players have sent their turn and two players are unhidden on the same clearing
2	A combat user interface is opened for the players
3	The luring phase of combat is initiated, users select the enemies they want to lure
4	The charging phase of combat is initiated
5	Players select which maneuver they would like to use and which attack they would like to use
6	Attacking phase is resolved, harm and fatigue is calculated and applied
7	No more than one player is on the clearing or nothing has happened for 2 rounds, combat is resolved