

Use Case: Attack Monster (Player 1 in Tokyo attacks player 2 monster outside of Tokyo)

Actor: Player 1 (Attack)

Pre-Condition: Game is ready for 2 monsters

Post-Condition: Player 2 is attacked, Player 2 turn begins

Events:

1. Player 1 attacks the player 2 monster
  - a. Player 2 gets attacked
  - b. Player 2 loses health points
2. Player 2 rolls the dice
3. Player 2 enters the board in another section of Tokyo
  - a. Player 1 attacks Player 2 after rolling the dice
  - b. Player 2 loses health points
4. Player 2 rolls the dice
  - a. Player 1 gets attacked by player 2
  - b. Player 1 loses health points
5. Player 2 yields
6. Player 1 wins and becomes KOT

Extensions:

- 1-6 – Applies to more than 2 players, but as more and more players up-to 6 joins the game at one time then player interactions will increase

