

Use Case: Trade Goods

Cusuh Ham

ham6

Primary Actor: player

Stakeholders and Goals:

- **Player:** Wants to take advantage of special situations and special resources, which can influence the price of goods.
- **Trader:** Wants to get the best price for the goods he is selling.

Preconditions:

- Trader approaches player.
- Trader asks if player wants to trade goods.

Postconditions: Player gains goods that can help advance in game.

Main Success Scenario:

1. Player encounters trader.
2. Trader approaches player about trading.
3. Trader offers deal.
4. Player takes deal.
5. Player continues journey with new goods.

Extensions (Alternate Flows):

1. Player encounters trader.
 - 1a. Trader ignores player.
 - 1b. Trader flees from player.
2. Player continues journey without new goods.
- 2.
3. Trader offers deal.
 - 3a. Player attacks trader.
 - 1a. Trader responds aggressively.
 - 1a. Player flees.
 1. Player continues journey without new goods.
 - 2a. Player continues to attack trader. (repeat 3a)
 - 1b. Trader flees.
 1. Player continues journey without new goods.
 - 1c. Trader surrenders.
 1. Trader makes offer.
 - 1a. Player accepts offer.
 - 1b. Player continues to attack trader.
 2. Player plunders trader's cargo holds.
 - 3a. Player doesn't have enough room to store robbed goods.

1. Player dumps cargo into space.
2. Police notices player's space littering.
3. Player's space littering goes on record.
- 3b. Player has room to store robbed goods.
4. Player continues journey with new goods.

3b. Player declines deal.

1. Player continues journey without new goods.

4.

5.