Use Case: Trade Goods

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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.
   3a. Trader offers deal to sell.
   3b. Trader offers deal to buy.
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. Trader approaches player about trading.
3. Trader offers deal.
   * Trader offers deal to sell or buy.
      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. Player takes deal.
5. Player continues journey with new goods.