



# Group F

## Use Cases



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## 1.Document description

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<b>Key Words</b>	Uses Cases
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## 2.Revision History

Date	Version	Author	Section(s)	Description
03/03/2020	0.1	Yann Probst	All	Creating the document and setting up the template
25/03/2020	1	Omar, Stan, Yann	All	Creating all the usecase



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## 4.Document Summary

This document is our Use Cases for our Illuminati game projects. This document serves to identify, clarify and organize system requirements of our Illuminati game. It is made up of a set of possible sequences of interactions between the game and the users during the game, during the navigation of the user and during his interaction with the website.



## 5. Use Cases

### 5.1 Unity Menu

#### 5.1.1 Connection of a user

<b>Use Case Name</b>	Connection of a user
<b>Goal in Context</b>	Graphical page for the user to enter this information to login
<b>Scope &amp; Level</b>	The user fills the Text Field and Password Field and click on the connection button
<b>Success End Condition</b>	A user manages to log in
<b>Failed End Condition</b>	A user is unable to log in
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	The user launches the application and has to log in (the user needs also a network connection)
<b>Post-conditions</b>	The user reaches the main menu

#### Events

##### A. Basic course of Action

1. User fill username input
  - 1.1 Write the username in the textfield
  - 1.2 Error message if the username field is empty
2. User fill password input
  - 2.1 Write the password with stars '\*' in the textfield
  - 2.2 Error message if the password field in empty
3. User click on the connection Button
  - 3.1 Send request to API (POST)
  - 3.2 Connect the user to menu if api return successful
  - 3.3 Display error message with the api error message if api return unsuccessful

#### RELATED INFORMATION

<b>Priority</b>	HIGH
<b>Performance</b>	1 minute
<b>Frequency</b>	Once when you launch the application
<b>Channels to actors</b>	Database, API

#### OPEN ISSUES

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	API – Post user login information

#### DOCUMENT INFORMATION

<b>Create date</b>	03/10/2020
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**5.1.2 Register of a user**

<b>Use Case Name</b>	Register of a user
<b>Goal in Context</b>	Graphical page for the user to enter this information to register
<b>Scope &amp; Level</b>	The user fills the Text Field and Password Field and click on the register button
<b>Success End Condition</b>	A user manages to create an account
<b>Failed End Condition</b>	A user is unable to create an account
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	The user launches the application for the first time and has to create an account in (the user needs also a network connection)
<b>Post-conditions</b>	The user receives a confirmation email

**Events****A. Basic course of Action**

1. User fill username input
  - 1.1 Write the username in the textfield
  - 1.2 Error message if the username field is empty
2. User fill password input
  - 2.1 Write the password with stars '\*' in the textfield
  - 2.2 Error message if the password field in empty
3. User click on the connection Button
  - 3.1 Send request to API (POST)
  - 3.2 Send a confirmation email if the api is successful
  - 3.3 Display error message with the api error message if api return unsuccessful

**RELATED INFORMATION**

<b>Priority</b>	HIGH
<b>Performance</b>	1 minute
<b>Frequency</b>	Once when you first launch the application
<b>Channels to actors</b>	Database, API

**OPEN ISSUES**

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	API – Post user registration information API – Send confirmation email

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.1.3 Launch a solo player game**

<b>Use Case Name</b>	Launch a solo player game
<b>Goal in Context</b>	Graphical page for the user to choose the game mode and he choose to launch the solo mode
<b>Scope &amp; Level</b>	The user is the game mode page and click on the solo game button
<b>Success End Condition</b>	A user can launch a solo mode and go to the next page where he can choose the number of bot he wants to play with
<b>Failed End Condition</b>	A user is unable to click on the solo mode button
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	The user launches the application and is in the game page
<b>Post-conditions</b>	The user go to the next page where he can chose the number of bots

**Events****A. Basic course of Action**

1. User click on the solo game button
  - 1.1 User go to the next page to choose the number of bots
2. User click on “back” button
  - 2.1 User go back to the homepage

**RELATED INFORMATION**

<b>Priority</b>	HIGH
<b>Performance</b>	10 seconds
<b>Frequency</b>	Every time you want to play
<b>Channels to actors</b>	None

**OPEN ISSUES**

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.1.4 Chose number of players in solo mode**

<b>Use Case Name</b>	Chose number of players in solo mode
<b>Goal in Context</b>	Graphical page for the user to choose number of bots he wants to play with
<b>Scope &amp; Level</b>	The user chooses to play a solo mode game
<b>Success End Condition</b>	A user can choose a number of bots he wants to play with between 2 to 7
<b>Failed End Condition</b>	A user is unable to chooses the number of bots
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	The user chooses to play a solo mode game
<b>Post-conditions</b>	The user is playing a solo mode game

**Events****A. Basic course of Action**

1. User can move the slider to choose a number of bots between 2 - 7
2. User can click on “play” button
  - 2.1
3. User click on “back” button
  - 3.1 User go back to the selection of the game

**RELATED INFORMATION**

<b>Priority</b>	HIGH
<b>Performance</b>	20 seconds
<b>Frequency</b>	Every time you want to play a solo game
<b>Channels to actors</b>	None

**OPEN ISSUES**

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.1.5 Launch a multiplayer game**

<b>Use Case Name</b>	Launch a multiplayer game
<b>Goal in Context</b>	Graphical page for the user to choose the game mode and he choose to launch the multiplayer mode
<b>Scope &amp; Level</b>	The user is the game mode page and click on the multiplayer button
<b>Success End Condition</b>	A user can launch a multiplayer mode and go to a waiting room
<b>Failed End Condition</b>	A user is unable to click on the multiplayer mode button or he don't have a wifi connection
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	Network
<b>Pre-conditions</b>	The user launches the application and is in the game page
<b>Post-conditions</b>	The user is waiting for others players

**Events****A. Basic course of Action**

1. User click on the multiplayer button
  - 1.1 User go to the next page which is a waiting room
2. User click on "back" button
  - 2.1 User go back to the homepage

**RELATED INFORMATION**

<b>Priority</b>	HIGH
<b>Performance</b>	5 secondes
<b>Frequency</b>	Every time you want to play
<b>Channels to actors</b>	None

**OPEN ISSUES**

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.1.6 Wait in a waiting room**

<b>Use Case Name</b>	Wait in a waiting room
<b>Goal in Context</b>	Graphical page for the user to wait other players to play multiplayer
<b>Scope &amp; Level</b>	The user chose to play multiplayer and need to wait for other people
<b>Success End Condition</b>	A game is full of player and the game can start
<b>Failed End Condition</b>	Impossible for the user to play multiplayer
<b>Primary Actors</b>	The primary actors are Users and Network
<b>Secondary Actors</b>	Others Users
<b>Pre-conditions</b>	The user connect to a multiplayer game
<b>Post-conditions</b>	The multiplayer games start

**Events****A. Basic course of Action**

1. TextField to notice the user that he is in a waiting room
2. Loading bar to notice the user that he is waiting

**RELATED INFORMATION**

<b>Priority</b>	HIGH
<b>Performance</b>	0 – 5 minutes
<b>Frequency</b>	Every time you want to play a multiplayer game
<b>Channels to actors</b>	None

**OPEN ISSUES**

<b>Due Date</b>	30/04/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	Api – post request for the waiting list Unity network – networking system unity

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.1.7 Increase/Decrease the volume of the sound**

<b>Use Case Name</b>	Increase/Decrease the volume of the sound
<b>Goal in Context</b>	Option page where the user can put the volume stronger and weaker
<b>Scope &amp; Level</b>	When the user is on the option page, he can modify the sound parameters
<b>Success End Condition</b>	Volume changes according to user modification on the slider
<b>Failed End Condition</b>	User cannot increase/decrease sound
<b>Primary Actors</b>	Users
<b>Secondary Actors</b>	Computer sound setting
<b>Pre-conditions</b>	User decides to enter into the game options
<b>Post-conditions</b>	Game sound volume changes

**Events****B. Basic course of Action**

1. Volume slider (0 – 10)  
1.1 volume sound will increase (10) or decrease (0)
2. Mute button  
2.1 onClick, the sound will be muted
3. Back button  
3.1 Go back to the previous screen “Homepage”

**RELATED INFORMATION**

<b>Priority</b>	Medium
<b>Performance</b>	30 secondes
<b>Frequency</b>	Quite often – when the users want to change the volume
<b>Channels to actors</b>	None

**OPEN ISSUES**

<b>Due Date</b>	30/04/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.1.8 View the statistics of the player**

<b>Use Case Name</b>	View the statistics of the player
<b>Goal in Context</b>	Statistics page where the player can see different statistics of his games
<b>Scope &amp; Level</b>	When the user is on the statistics page, he can see different statistics about his game
<b>Success End Condition</b>	User can see his game statistics
<b>Failed End Condition</b>	User can not see his game statistics
<b>Primary Actors</b>	Users
<b>Secondary Actors</b>	API
<b>Pre-conditions</b>	User is in the homepage
<b>Post-conditions</b>	User can view his statistics

**Events****C. Basic course of Action**

1. Label and text for the number of game
  2. Label and text for the number of win
  3. Label and text for the number of lose
  4. Label and text for the victory ratio
  5. Back button
- 3.1 Go back to the previous screen “Homepage”

**RELATED INFORMATION**

<b>Priority</b>	Low
<b>Performance</b>	1 minute
<b>Frequency</b>	Few times– when the users want to view his statistics
<b>Channels to actors</b>	None

**OPEN ISSUES**

<b>Due Date</b>	30/04/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	API – Get the data

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.1.9 Read the rules**

<b>Use Case Name</b>	Read the rules
<b>Goal in Context</b>	A user will have access to all the rules of the game in order to read them
<b>Scope &amp; Level</b>	When the user is on the rules page, he can read the rules of the game
<b>Success End Condition</b>	User can read the rules of the game
<b>Failed End Condition</b>	User can not read the rules of the game
<b>Primary Actors</b>	Users
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	User is in the homepage
<b>Post-conditions</b>	User can read the rules of the game

**Events****D. Basic course of Action**

1. Text with all the rules listed on the BeachBoard under the “rules” section
2. Back button
  - 2.1 Go back to the homepage

**RELATED INFORMATION**

<b>Priority</b>	high
<b>Performance</b>	0-30 minutes
<b>Frequency</b>	Depends on the user
<b>Channels to actors</b>	None

**OPEN ISSUES**

<b>Due Date</b>	30/04/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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## 5.2 The Game

### 5.2.1 Attack to Control

<b>Use Case Name</b>	Attack to Control
<b>Goal in Context</b>	The player attacks a group to take control of it
<b>Scope &amp; Level</b>	When a user want to attack to control a group
<b>Success End Condition</b>	The users' attack is successful. The user takes control of the group
<b>Failed End Condition</b>	The users' attack is a failure. Nothing is done
<b>Primary Actors</b>	The Player
<b>Secondary Actors</b>	Other Players
<b>Pre-conditions</b>	It's the player's turn and he have enough action points The attacking group must have at least one outward-pointing arrow free
<b>Post-conditions</b>	The user loses one action point

Events
<b>Basic course of Action</b>
<ol style="list-style-type: none"> <li>1. The user selects the group with which he wants to perform the attack <ol style="list-style-type: none"> <li>1.1 A list of actions is displayed</li> </ol> </li> <li>2. The user selects "Attack to control" on the list of actions</li> <li>3. The user selects the group he wants to attack <ol style="list-style-type: none"> <li>3.1 The system determines the condition of a successful attack</li> <li>3.2 The attacker's power is subtracted to the attacked resistance. Example: If a Power of 6 attacks a Resistance of 2, it can succeed only on a roll of 4 or less. If a Power of 10 attacked that same Resistance of 2, it would succeed on an 8 or less, giving it a much better chance</li> </ol> </li> <li>4. The user roll dices to perform the attack <ol style="list-style-type: none"> <li>4.1 The game engine will then determine if the attack was successful or not</li> <li>4.2 The attack is successful. the target group is captured and added to the attacking player's power structure. It is placed next to its captor, with its inward-pointing arrow next to an outward-pointing arrow of the capturing group.</li> </ol> </li> </ol>
<b>Extensions A: The attack is unsuccessful</b>
A 4.2 If the attack is unsuccessful, the attack has no effect.
<b>Extensions B: Critical Failure</b>
B. 4.2 A roll of 11 or 12 results in automatic failure of the attack, no matter how much Power was involved
<b>Extensions C: Aiding attack</b>
<ol style="list-style-type: none"> <li>C. 1. The user wants to transfer power from a group to another</li> <li>C. 2. The user selects the group with which he wants to transfer power <ol style="list-style-type: none"> <li>C. 3.1. A list of actions is displayed</li> </ol> </li> <li>C. 4. The user selects "Transfer power" on the list of actions</li> <li>C. 5. The user selects the group he wants to add the power to <ol style="list-style-type: none"> <li>C. 6.1. The group receive the power</li> </ol> </li> <li>C. 7. The use case continues at Step 4 in the basic course of action.</li> </ol>



**Extensions D: Spending Money to attack**

- D. 3. The user selects the group he wants to attack. The user may also improve his chances of success by using some of his money in his attack.
- D. 4. The user announces the quantity of money he wants to add to his attack.  
This quantity will be added to the attack's power.
- D. 5. Any user may also announce and use his money to add to the attacked card Resistance.  
This feature continues if players are able and want to use their money in the attack
- D. 6. The use case continues at Step 3.1

**RELATED INFORMATION**

<b>Priority</b>	HIGH
<b>Performance</b>	1-5 minutes
<b>Frequency</b>	Each player turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]

**OPEN ISSUES**

<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/15/2020
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## 5.2.2 Attack to neutralize

<b>Use Case Name</b>	Attack to neutralize
<b>Goal in Context</b>	The player attacks a group to take neutralize it
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The user's attack is successful. The attacked group is put back in the uncontrolled area
<b>Failed End Condition</b>	The user's attack is a failure. Nothing is done
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	Other players
<b>Pre-conditions</b>	It's the player's turn and he have enough action points The target must be a Group that is already controlled by another player.
<b>Post-conditions</b>	The user loses one action point

## Events

## A. Basic course of Action

1. The user selects the group with which he wants to perform the attack
  - 1.1 A list of actions is displayed
2. The user selects "Attack to neutralize" on the list of actions
3. The user selects the group he wants to attack
  - 3.1 The system determines the condition of a successful attack
  - 3.2 The attacker's power is subtracted to the attacked resistance.  
Example: If a Power of 6 attacks a Resistance of 2, it can succeed only on a roll of 4 or less. If a Power of 10 attacked that same Resistance of 2, it would succeed on an 8 or less, giving it a much better chance
4. The user roll dices to perform the attack
  - 4.1. The game engine will then determine if the attack was successful or not
  - 4.2. The attack is successful. the target group is captured and added to the attacking player's power structure. It is placed next to its captor, with its inward-pointing arrow next to an outward-pointing arrow of the capturing group.

## RELATED INFORMATION

<b>Priority</b>	HIGH
<b>Performance</b>	1-5 minutes
<b>Frequency</b>	Each player turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]

## OPEN ISSUES

[list of issues awaiting decision affecting this use case]

<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

## DOCUMENT INFORMATION

<b>Create date</b>	03/15/2020
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## 5.2.3 Attack to destroy

<b>Use Case Name</b>	Attack to destroy
<b>Goal in Context</b>	The player attack a group to destroy it
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The user's attack is successful. The attacked group is destroyed and placed in the 'dead pile'
<b>Failed End Condition</b>	The user's attack is a failure. Nothing is done.
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	Other players
<b>Pre-conditions</b>	It's the player's turn and he have enough action points
<b>Post-conditions</b>	The user loses one action point

## Events

## A. Basic course of Action

1. The user selects the group with which he wants to perform the attack
  - 1.1 A list of actions is displayed
2. The user selects "Attack to destroy" on the list of actions
3. The user selects the group he wants to attack
  - 3.1 The system determines the condition of a successful attack
  - 3.2 The attacker's power is subtracted to the attacked power
 

Example: If a Power of 6 attacks a Power of 2, it can succeed only on a roll of 4 or less.  
If a Power of 10 attacked that same Power of 2, it would succeed on an 8 or less, giving it a much better chance
4. The user roll dices to perform the attack
  - 4.1 The game engine will then determine if the attack was successful or not
  - 4.2 The attack is successful. The target group is destroyed and placed in the 'dead pile'.  
Its subordinate Groups are not destroyed but become uncontrolled.

## RELATED INFORMATION

<b>Priority</b>	HIGH
<b>Performance</b>	1-5 minutes
<b>Frequency</b>	Each player turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
<b>OPEN ISSUES</b> [list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None
<b>DOCUMENT INFORMATION</b>	
<b>Create date</b>	03/15/2020



## 5.2.4 Interference

<b>Use Case Name</b>	Interference
<b>Goal in Context</b>	A player may interfere in an attack, either by helping the attacker or by opposing him.
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The user successfully interferes in an attack
<b>Failed End Condition</b>	None
<b>Primary Actors</b>	Player
<b>Secondary Actors</b>	Other players
<b>Pre-conditions</b>	Another player attacks. The player has money on his Illuminati card (Extension B: The player has the special card “Deep Agent” or at least 2 special card)
<b>Post-conditions</b>	Any used money goes back to the bank

Events
<b>A. Basic course of Action</b>
<ol style="list-style-type: none"> <li>During another player’s turn, the player declares “Interference” by clicking on the “Interfere” button. <ol style="list-style-type: none"> <li>A window appears and asks the user for additional information’s</li> </ol> </li> <li>The player announces who he will help</li> <li>The player announces how much money he will spend</li> <li>If the attacked player responds to the interference by using his own money, the player can interfere again by repeating steps (1.), (2.) and (3.)</li> </ol>
<b>B. Extensions: Abolish privileged attack</b>
<p>B.1. If another player declared privileged attack (see Privileged attack use case), the user can abolish this attack by clicking on “Interference”. To do so, the user must either use the special card “<i>Deep Agent</i>” or by discarding two special cards.</p> <p>B.2. The use case continues at Step 1.</p>

RELATED INFORMATION	
<b>Priority</b>	HIGH
<b>Performance</b>	1-5 minutes
<b>Frequency</b>	Every turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES	
[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None
DOCUMENT INFORMATION	
<b>Create date</b>	03/15/2020



### 5.2.5 Privileged attack

<b>Use Case Name</b>	Privileged attack
<b>Goal in Context</b>	The player can declare privileged attack to avoid interference
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The attack is declared as privileged
<b>Failed End Condition</b>	The player doesn't meet the required prerequisites
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	Other players
<b>Pre-conditions</b>	It's the player's turn and he have enough action points The player has at least 1 special card
<b>Post-conditions</b>	The declared attack is set as privileged The used money goes back to the bank If the user use a special card, the card his removed from his hand

Events
<b>A. Basic course of Action</b>
<p>1. The user can declare his attack privileged to avoid interference To do so, the user must discard any special card and call "Privileged" by clicking on the "Privileged attack" button.</p>
<b>B. Extensions: Bavarian Illuminati Privilege</b>
<p>The Bavarian Illuminati have the Special Ability to declare one attack per turn Privileged. B.1. To do so, the user must click on the "Privilege attack" at the cost of 5 MB payable from their Illuminati treasury</p>

RELATED INFORMATION	
<b>Priority</b>	MEDIUM
<b>Performance</b>	1 minute
<b>Frequency</b>	Every turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES	
[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None
DOCUMENT INFORMATION	
<b>Create date</b>	03/15/2020

**5.2.6 Transferring money**

<b>Use Case Name</b>	Transferring money
<b>Goal in Context</b>	A player may transfer money from a group to another
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The money is transferred
<b>Failed End Condition</b>	None
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	It's the player's turn and he have enough action points The player has money available on the source group Both source and destination groups are side by side
<b>Post-conditions</b>	The user loses one action point

**Events****A. Basic course of Action**

1. The user declares he wants to transfer money from a group to another by clicking "Transfer Money"
  - 1.1 A window appears and asks the user for additional information's
2. The player selects the source group
3. The player selects the destination group
4. The player selects the amount

**RELATED INFORMATION**

<b>Priority</b>	MEDIUM
<b>Performance</b>	1-2 minutes
<b>Frequency</b>	Every turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]

**OPEN ISSUES**

[list of issues awaiting decision affecting this use case]

<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/15/2020
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## 5.2.7 Moving a group

<b>Use Case Name</b>	Moving a group
<b>Goal in Context</b>	A player may, as an action, reorganize his Power Structure by moving a Group to a vacant outgoing control arrow
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The group is successfully moved to another location
<b>Failed End Condition</b>	The group couldn't be moved to the desired location
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	It's the player's turn and he have enough action points
<b>Post-conditions</b>	The user loses one action point

## Events

## A. Basic course of Action

1. The user declares he wants to move a group to another location by clicking "Move group"  
1.1 A window appears and asks the user for additional information's
2. The player selects the group that will be moved (as well as all its puppets)
3. The player selects to where the group will be moved

## RELATED INFORMATION

<b>Priority</b>	LOW
<b>Performance</b>	1-5 minutes
<b>Frequency</b>	Every turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]

## OPEN ISSUES

[list of issues awaiting decision affecting this use case]

<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

## DOCUMENT INFORMATION

<b>Create date</b>	03/15/2020
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## 5.2.8 Gifts and trades

<b>Use Case Name</b>	Gifts and trades
<b>Goal in Context</b>	A player may want to transfer groups/special cards/money to another player
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The exchange is successfully completed
<b>Failed End Condition</b>	The exchange doesn't meet the requirements
<b>Primary Actors</b>	Two players that want to perform the exchange
<b>Secondary Actors</b>	[other systems relied upon to accomplish use case]
<b>Pre-conditions</b>	Both players must have the items they want to trade (For transferring groups, each transferred group require 1 action point)
<b>Post-conditions</b>	Both player's items have been traded (For transferred group, the user who declared the exchange loses one action point)

Events	
<b>A. Basic course of Action</b>	
1. Player-1 declares he wants to perform an exchange with Player-2 by clicking "Exchange"	
1.1. Player-2 receive an invitation for a trade	
2. Player-2 accepts to trade with Player-1	
2.1. A window appears and asks both players to selects the items to trade	
3. Player-1 choses the item he wants to trade to Player-2 (groups/money/special cards)	
4. Player-2 choses the item he wants to trade to Player-1 (groups/money/special cards)	
5. Once both players have agreed on the items to trade, they can both click on a "Confirm" button	
5.1. The items are successfully exchanged between both players	
<b>B. Extensions: Player-2 refuses to trade</b>	
<b>B.2. Player-2 refuses to trade with Player-1</b>	
B.2.1 Player-1 receives a notification that Player-2 refused the trade	

RELATED INFORMATION	
<b>Priority</b>	LOW
<b>Performance</b>	5 minutes
<b>Frequency</b>	Anytime
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES	
[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None
DOCUMENT INFORMATION	
<b>Create date</b>	03/15/2020

**5.2.9 Special cards**

<b>Use Case Name</b>	Special cards
<b>Goal in Context</b>	A user can use a special card he owns
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The special card is successfully used
<b>Failed End Condition</b>	None
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	Other players
<b>Pre-conditions</b>	The user owns at least 1 special card If the special card specifies it, the user need at least 1 action point
<b>Post-conditions</b>	The special card is destroyed If the special card specifies it, the user loses 1 action point

**Events****A. Basic course of Action**

1. The user declares he wants to use a special card he owns by clicking on “Special card” button
  - 1.1. A window appears and asks the user which special card he wants to use (one choice if the user have only one card or multiple choices)
2. The user selects the special card he wants to use
  - 2.1. The special card is used

**RELATED INFORMATION**

<b>Priority</b>	LOW
<b>Performance</b>	1-2 minutes
<b>Frequency</b>	Anytime
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]

**OPEN ISSUES**

[list of issues awaiting decision affecting this use case]

<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/15/2020
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**5.2.10 Leaving the game**

<b>Use Case Name</b>	Leaving the game
<b>Goal in Context</b>	The player can surrender the game and leave it.
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The user leave the game
<b>Failed End Condition</b>	None
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	Other players
<b>Pre-conditions</b>	None
<b>Post-conditions</b>	The user left the game. Its money goes back to the bank and its cards are destroyed

<b>Events</b>
<b>A. Basic course of Action</b>
1. The user declares surrender by clicking on “Surrender” button
<b>B. Extensions: Hard quit</b>
B.2. The user closes the game window

<b>RELATED INFORMATION</b>	
<b>Priority</b>	HIGH
<b>Performance</b>	10 seconds
<b>Frequency</b>	Anytime
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
<b>OPEN ISSUES</b>	
[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None
<b>DOCUMENT INFORMATION</b>	
<b>Create date</b>	03/15/2020



**5.2.11 Winning the game**

<b>Use Case Name</b>	Winning the game
<b>Goal in Context</b>	The player can win the game by reaching his secret goal
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The user wins
<b>Failed End Condition</b>	None
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	Other players
<b>Pre-conditions</b>	None
<b>Post-conditions</b>	The user wins the game, the game ends and the winner take all the glory

**Events****A. Basic course of Action**

1. When the user fulfills his secret goal, the game is over. The user wins. The game is over

**RELATED INFORMATION**

<b>Priority</b>	HIGH
<b>Performance</b>	10 seconds
<b>Frequency</b>	Anytime
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]

**OPEN ISSUES**

[list of issues awaiting decision affecting this use case]

<b>Due Date</b>	05/15/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/15/2020
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### 5.2.12 Taking Free Action

<b>Use case name</b>	Taking Free Actions
<b>Goal in Context</b>	Take Actions before or after the
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	When the users decides to end their turn
<b>Failed End Condition</b>	The user's action is not "free" or the action is no longer valid due interference
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	Other players if the action permits it
<b>Pre-conditions</b>	Player must have drawn card and is now in the action phase
<b>Post-Conditions</b>	The player cannot use "free" actions

<b>Events</b>
<b>A. Basic Course of Action</b>
<ol style="list-style-type: none"><li>1. The user chooses an action(s) to perform<ol style="list-style-type: none"><li>a. This action includes other players and that event is handled</li><li>b. User performs solo non deferrable action</li><li>c. Player may choose from a list of default "free" actions</li></ol></li><li>2. User uses an action point(s)</li><li>3. The user chooses an action to perform<ol style="list-style-type: none"><li>a. This action includes other players and that event is handled</li><li>b. User performs solo non deferrable action</li><li>c. Player may choose from a list of default "free" actions</li></ol></li><li>4. User chooses to transfer money</li><li>5. Sequence of play returns</li></ol>
<b>Extensions B. Uses actions before Money Transfer only</b>
<ol style="list-style-type: none"><li>1. The user chooses an action(s) to perform<ol style="list-style-type: none"><li>a. This action includes other players and that event is handled</li><li>b. User performs solo non deferrable action</li><li>c. Player may choose from a list of default "free" actions</li></ol></li><li>2. User uses an action point</li><li>3. User chooses to transfer money</li><li>4. Sequence of play returns</li></ol>
<b>Extensions B. Uses actions after Money Transfer only</b>
<ol style="list-style-type: none"><li>1. User uses an action point</li><li>2. The user chooses an action(s) to perform<ol style="list-style-type: none"><li>a. This action includes other players and that event is handled</li></ol></li></ol>



- b. User performs solo non deferrable action
- c. Player may choose from a list of default “free” actions
- 3. User chooses to transfer money
- 4. Sequence of play returns

#### Related Information

Priority	HIGH
Performance	1-2 minutes
Frequency	Twice or none a turn
Channels to actors	Interactive

#### Open Issues

Due Date	5/15/2020
... any other management	None
Superordinates	None
Subordinates	None

#### Document Information

Create Date	3/29/2020
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**5.2.13 Passing Action**

<b>Use case name</b>	Passing Action
<b>Goal in Context</b>	A player may choose not to take any actions of any sort and collect 5MB instead.
<b>Scope &amp; Level</b>	[what system is being considered black box under design]
<b>Success End Condition</b>	The user ends their turn and collects 5 extra MB this turn
<b>Failed End Condition</b>	The user does not end their turn or does not collect 5 extra MB
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	The player must be able to skip their actions and not required to make actions this turn they want to “skip”
<b>Post-Conditions</b>	Player ends turn

<b>Events</b>
<b>A. Basic Course of Action</b>
<ol style="list-style-type: none"><li>1. Player's turn starts</li><li>2. Player skips turn</li><li>3. Player ends turn and collects 5 MB extra</li></ol>



Related Information	
Priority	HIGH
Performance	1 Minute
Frequency	Depends on the user
Channels to actors	Interactive
Open Issues	
Due Date	5/15/2020
... any other management	None
Superordinates	None
Subordinates	None
Document Information	
Create Date	3/29/2020

**5.2.14 Calling Off Attack**

<b>Use case name</b>	Calling Off Attacks
<b>Goal in Context</b>	When a user attacks or neutralizes a card at any point except after they expend MB
<b>Scope &amp; Level</b>	Attacks/Global to attacking actions
<b>Success End Condition</b>	The user does not attack or neutralize a card and ends that action while the user still expends the point
<b>Failed End Condition</b>	The user continues the attack after calling off the attack
<b>Primary Actors</b>	The Player and card attacked
<b>Secondary Actors</b>	Other players
<b>Pre-conditions</b>	The player must be in a attack/neutralize action and has not sent MB to the bank
<b>Post-Conditions</b>	Player must have expend an action point

<b>Events</b>
<b>A. Basic course of Action</b>
<ol style="list-style-type: none"><li>1. Player declares to attack a card</li><li>2. Sequence of attack</li><li>3. Player calls off attack</li><li>4. Actions ends</li></ol>

<b>Related Information</b>	
<b>Priority</b>	MEDIUM
<b>Performance</b>	1 Minute
<b>Frequency</b>	Dependant on attacking/neutralizing actions
<b>Channels to actors</b>	None
<b>Open Issues</b>	
<b>Due Date</b>	5/15/2020
<b>... any other management</b>	None



Superordinates	None
Subordinates	None
Document Information	
Create Date	3/29/2020

**5.2.15 Spending Money To Defend**

<b>Use case name</b>	Spending Money To Defend
<b>Goal in Context</b>	If the defending Group is controlled by another player, the defender may counter an attack by spending some of his own money
<b>Scope &amp; Level</b>	Attacks/ Strict Interactive
<b>Success End Condition</b>	User spends money to aid their defense
<b>Failed End Condition</b>	User does not add value to their defense
<b>Primary Actors</b>	The Defender(player) and Attacker(other player)
<b>Secondary Actors</b>	Other players than the Attacker
<b>Pre-conditions</b>	The player must be in a attack/neutralize action and has not sent MB to the bank
<b>Post-Conditions</b>	Player must have expend an action point

**Events****A. Basic course of Action**

1. Player's card is targeted by a normal attack/neutralize
2. Attacker or other players spends MB to aid their attacks
  - a. External actions due to special attacks cannot be defended
3. Defender(Player) spends money to defend their card that
  - a. MB spend from the defending card count as double value
  - b. MB spent from other sources count as normal value
4. Players continue spending back and forth
5. All players stop adding MB to their attack/defend
6. Attack sequence continues

**Related Information**

<b>Priority</b>	MEDIUM
<b>Performance</b>	1-5 Minute
<b>Frequency</b>	Dependant on attacking/neutralizing actions
<b>Channels to actors</b>	Interactive

**Open Issues**





## Group F – Use Cases – 03/25/2020

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Due Date	5/15/2020
... any other management	None
Superordinates	None
Subordinates	None
Document Information	
Create Date	3/29/2020

**5.2.16 Adding targets**

<b>Use case name</b>	Adding targets
<b>Goal in Context</b>	At the end of each turn, if the uncontrolled area has fewer than two Groups, draw cards until there are two uncontrolled Groups. If a Special is drawn, discard it
<b>Scope &amp; Level</b>	Ending turns/ Global
<b>Success End Condition</b>	4 or more cards are in the middle of the board at the end of any players turn
<b>Failed End Condition</b>	Less than 4 cards are in the middle of the board at the end of any players turn
<b>Primary Actors</b>	None
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	Game must be in play
<b>Post-Conditions</b>	Game not has not ended

<b>Events</b>
<b>A. Basic Course of Action</b>
<ol style="list-style-type: none"><li>1. Player ends their turn</li><li>2. Effects are executed from other special actions</li><li>3. Cards are added to the middle of the board one at a time</li><li>4. Next player is chosen for their turn</li></ol>
<b>Extension B. Special Card is pulled from the deck</b>
<ol style="list-style-type: none"><li>1. Player ends their turn</li><li>2. Effects are executed from other special actions</li><li>3. Cards are added to the middle of the board one at a time<ol style="list-style-type: none"><li>a. Special card is pulled from the deck</li></ol></li><li>4. Special card is discarded and nullified from any effects</li><li>5. Next player is chosen for their turn</li></ol>

<b>Related Information</b>	
<b>Priority</b>	HIGH
<b>Performance</b>	1 Minute
<b>Frequency</b>	Every Turn



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Channels to actors	Interactive
Open Issues	
Due Date	5/15/2020
... any other management	None
Superordinates	None
Subordinates	None
Document Information	
Create Date	3/29/2020

**5.2.17 Revealing Main Group**

<b>Use case name</b>	Revealing Main Group
<b>Goal in Context</b>	A player may choose to guess a unrevealed
<b>Scope &amp; Level</b>	Action/ List of default actions
<b>Success End Condition</b>	Player has expend an action point
<b>Failed End Condition</b>	Player does not expend a point
<b>Primary Actors</b>	The player and another player
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	The chosen player to be revealed must have a secret main group
<b>Post-Conditions</b>	The player contains one less action point

<b>Events</b>
<b>A. Group is Guessed</b>
<ol style="list-style-type: none"><li>1. Player chooses a player's main group and chooses from the list of actions</li><li>2. Player confirms their guess of the other players group from the list of possible main groups<ol style="list-style-type: none"><li>a. By default the players group will not be in the default list of possible groups</li><li>b. Guesses are viewed by all players</li></ol></li><li>3. Guess is checked against the main group and is removed from the list of possible groups</li><li>4. Other players main group is revealed to all players</li></ol>
<b>B. Group is not Guessed</b>
<ol style="list-style-type: none"><li>1. Player chooses a player's main group and chooses from the list of actions</li><li>2. Player confirms their guess of the other players group from the list of possible main groups<ol style="list-style-type: none"><li>a. By default the players group will not be in the default list of possible groups</li><li>b. Guesses are viewed by all players</li></ol></li><li>3. Guess is checked against the main group and is removed from the list of possible groups</li><li>4. Nothing is revealed and a signal is given to all players that the guess was wrong</li></ol>



Related Information	
Priority	Low
Performance	1 Minute
Frequency	Twice per turn
Channels to actors	Interactive
Open Issues	
Due Date	5/15/2020
... any other management	None
Superordinates	None
Subordinates	None
Document Information	
Create Date	3/29/2020

**5.2.18 Tracking goals Goals**

<b>Use case name</b>	Tracking goals Goals
<b>Goal in Context</b>	Users goal is updated when the user's goal advances or is hindered.
<b>Scope &amp; Level</b>	Global
<b>Success End Condition</b>	The users goal is updated
<b>Failed End Condition</b>	Nothing is updated to the users goal
<b>Primary Actors</b>	The player
<b>Secondary Actors</b>	None
<b>Pre-conditions</b>	The player must have a goal
<b>Post-Conditions</b>	The player must still be in a lobby with players

<b>Events</b>
<b>A. Goal Advances</b>
<ol style="list-style-type: none"><li>1. API detects change to the players goal</li><li>2. The player's goal is advanced to their end goal</li><li>3. The player is notified that their goal is closer through the UI</li></ol>
<b>B. Goal Hindered</b>
<ol style="list-style-type: none"><li>1. API detects change to the player's goal</li><li>2. The player's goal is advanced to their end goal</li><li>3. The player is notified that their goal is hindered through the UI</li></ol>

<b>Related Information</b>	
<b>Priority</b>	HIGH
<b>Performance</b>	1 Minute
<b>Frequency</b>	Often
<b>Channels to actors</b>	API, Database
<b>Open Issues</b>	



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<b>Due Date</b>	5/15/2020
<b>... any other management</b>	None
<b>Superordinates</b>	None
<b>Subordinates</b>	None
<b>Document Information</b>	
<b>Create Date</b>	3/29/2020



## 5.3 Website

### 5.3.1 Read the presentation of the game

<b>Use Case Name</b>	Read the presentation of the game
<b>Goal in Context</b>	A user is supposed to see the description of the game on the index route /
<b>Scope &amp; Level</b>	The user goes to the website and see the game description
<b>Success End Condition</b>	A user can connect to the website
<b>Failed End Condition</b>	A user cannot connect to the website
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	The secondary actors is the server
<b>Pre-conditions</b>	The user launches a web browser
<b>Post-conditions</b>	The user reach the website

### Events

#### A. Basic course of Action

1. User launches a web browser on the url: [www.illuminati-group-f.com](http://www.illuminati-group-f.com)  
1.1 User can connect, the server is up

### RELATED INFORMATION

<b>Priority</b>	Medium
<b>Performance</b>	10 secondes
<b>Frequency</b>	Often, game presentation
<b>Channels to actors</b>	Server, front-end

### OPEN ISSUES

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

### DOCUMENT INFORMATION

<b>Create date</b>	03/10/2020
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**5.3.2 Read the rules of the game**

<b>Use Case Name</b>	Read the rules of the game
<b>Goal in Context</b>	A user is supposed to read the rules of the game on the /rules route
<b>Scope &amp; Level</b>	The user goes to the website and click on the rules navigation items
<b>Success End Condition</b>	The user goes to the /rules route
<b>Failed End Condition</b>	The user don't go to the /rules route
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	The secondary actors is the server and the front-end
<b>Pre-conditions</b>	The user is in the index route
<b>Post-conditions</b>	The user reach the website and read the rules

**Events****B. Basic course of Action**

2. User launches a web browser on the url: [www.illuminati-group-f.com](http://www.illuminati-group-f.com)/rules
- 1.1 User can connect and read the rules, the server is up

**RELATED INFORMATION**

<b>Priority</b>	Medium
<b>Performance</b>	0-30 minutes
<b>Frequency</b>	Often, game rules presentation
<b>Channels to actors</b>	Server, front-end

**OPEN ISSUES**

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.3.3 Read the “how to install the game” section**

<b>Use Case Name</b>	Read the “how to install the game” section
<b>Goal in Context</b>	A user is supposed to read the “how to install the game” section of the game on the / installation route
<b>Scope &amp; Level</b>	The user goes to the website and click on the installation navigation items
<b>Success End Condition</b>	The user goes to the /installation route
<b>Failed End Condition</b>	The user don't go to the /installation route
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	The secondary actors is the server and the front-end
<b>Pre-conditions</b>	The user is in the index route
<b>Post-conditions</b>	The user reach the website and read the installation section

**Events****C. Basic course of Action**

3. User launches a web browser on the url: [www.illuminati-group-f.com](http://www.illuminati-group-f.com)/installation  
1.1 User can connect and read the installation step, the server is up

**RELATED INFORMATION**

<b>Priority</b>	Medium
<b>Performance</b>	10 minutes
<b>Frequency</b>	Often, game rules presentation
<b>Channels to actors</b>	Server, front-end

**OPEN ISSUES**

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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**5.3.4 Read the “FAQ” section**

<b>Use Case Name</b>	Read the FAQ section
<b>Goal in Context</b>	A user is supposed to reach the FAQ section if he has issues with something
<b>Scope &amp; Level</b>	The user goes to the website and click on the FAQ navigation items
<b>Success End Condition</b>	The user goes to the /faq route
<b>Failed End Condition</b>	The user don't go to the /faq route
<b>Primary Actors</b>	The primary actors is the user
<b>Secondary Actors</b>	The secondary actors is the server and the front-end
<b>Pre-conditions</b>	The user is in the index route
<b>Post-conditions</b>	The user reach the website and go to the faq section

**Events****D. Basic course of Action**

4. User launches a web browser on the url: [www.illuminati-group-f.com](http://www.illuminati-group-f.com)/faq
- 1.1 User can connect and read the faq, the server is up

**RELATED INFORMATION**

<b>Priority</b>	Medium
<b>Performance</b>	15 minutes
<b>Frequency</b>	Often, game rules presentation
<b>Channels to actors</b>	Server, front-end

**OPEN ISSUES**

<b>Due Date</b>	03/30/2020
<b>... any other management</b>	[... as needed]
<b>Superordinates</b>	None
<b>Subordinates</b>	None

**DOCUMENT INFORMATION**

<b>Create date</b>	03/10/2020
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