Group F

Use Cases

Stanislav Stefinyn, Omar Dominguez, Yann Probst

1. Document description

Title	Uses Cases
Author	Stanislav Stefinyn, Omar Dominguez, Yann Probst
E-Mail	stanislav.stefinyn@student.csulb.edu omar.dominguez@student.csulb.edu yannPierre.probst@student.csulb.edu
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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

3. Table of Contents

4. Document Summary

This document is our Project Plan for our Illuminati game projects. This document serves as a roadmap that shows the project phases and all managerial aspects of our Illuminati project. The document will cover different aspects such as a brief description of the project goal and scope. The organization of the team and the project. The schedule, risk managements and quality insurance for the project. It is important to follow the steps to realize the project because it is essential for a good realization of the project.

5. Use Cases

5.1 Unity Menu

5.1.1 Connection of a user

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

RELATED INFORMATION	
Priority	HIGH
Performance	1 minute
Frequency	Once when you launch the application
Channels to actors	Database, API
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	API – Post user login information
DOCUMENT INFORMATION	
Create date	03/10/2020

5.1.2 Register of a user

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

RELATED INFORMATION	
Priority	HIGH
Performance	1 minute
Frequency	Once when you first launch the application
Channels to actors	Database, API
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	API – Post user registration information API – Send confirmation email
DOCUMENT INFORMATION	
Create date	03/10/2020

5.1.3 Launch a solo player game

Use Case Name	Launch a solo player game
Goal in Context	Graphical page for the user to choose the game mode and he choose to launch the solo mode
Scope & Level	The user is the game mode page and click on the solo game button
Success End Condition	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
Failed End Condition	A user is unable to click on the solo mode button
Primary Actors	The primary actors is the user
Secondary Actors	None
Pre-conditions	The user launches the application and is in the game page
Post-conditions	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	
Priority	HIGH
Performance	10 seconds
Frequency	Every time you want to play
Channels to actors	None
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020

5.1.4 Chose number of players in solo mode

Use Case Name	Chose number of players in solo mode
Goal in Context	Graphical page for the user to choose number of bots he wants to play with
Scope & Level	The user chooses to play a solo mode game
Success End Condition	A user can choose a number of bots he wants to play with between 2 to 7
Failed End Condition	A user is unable to chooses the number of bots
Primary Actors	The primary actors is the user
Secondary Actors	None
Pre-conditions	The user chooses to play a solo mode game
Post-conditions	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	
Priority	HIGH
Performance	20 seconds
Frequency	Every time you want to play a solo game
Channels to actors	None
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020

5.1.5 Launch a multiplayer game

Use Case Name	Launch a multiplayer game
Goal in Context	Graphical page for the user to choose the game mode and he choose to launch the multiplayer mode
Scope & Level	The user is the game mode page and click on the multiplayer button
Success End Condition	A user can launch a multiplayer mode and go to a waiting room
Failed End Condition	A user is unable to click on the multiplayer mode button or he don't have a wifi connection
Primary Actors	The primary actors is the user
Secondary Actors	Network
Pre-conditions	The user launches the application and is in the game page
Post-conditions	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	
Priority	HIGH
Performance	5 secondes
Frequency	Every time you want to play
Channels to actors	None
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020

5.1.6 Wait in a waiting room

Use Case Name	Wait in a waiting room
Goal in Context	Graphical page for the user to wait other players to play multiplayer
Scope & Level	The user chose to play multiplayer and need to wait for other people
Success End Condition	A game is full of player and the game can start
Failed End Condition	Impossible for the user to play multiplayer
Primary Actors	The primary actors are Users and Network
Secondary Actors	Others Users
Pre-conditions	The user connect to a multiplayer game
Post-conditions	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	
Priority	HIGH
Performance	0 – 5 minutes
Frequency	Every time you want to play a multiplayer game
Channels to actors	None
OPEN ISSUES	
Due Date	30/04/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	Api – post request for the waiting list Unity network – networking system unity
DOCUMENT INFORMATION	
Create date	03/10/2020

5.1.7 Increase/Decrease the volume of the sound

Use Case Name	Increase/Decrease the volume of the sound
Goal in Context	Option page where the user can put the volume stronger and weaker
Scope & Level	When the user is on the option page, he can modify the sound parameters
Success End Condition	Volume changes according to user modification on the slider
Failed End Condition	User cannot increase/decrease sound
Primary Actors	Users
Secondary Actors	Computer sound setting
Pre-conditions	User decides to enter into the game options
Post-conditions	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 mutted** **3. Back button** **3.1 Go back to the previous screen "Homepage"**

RELATED INFORMATION	
Priority	Medium
Performance	30 secondes
Frequency	Quite often – when the users want to change the volume
Channels to actors	None
OPEN ISSUES	
Due Date	30/04/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020

5.1.8 View the statistics of the player

Use Case Name	View the statistics of the player
Goal in Context	Statistics page where the player can see different statistics of his games
Scope & Level	When the user is on the statistics page, he can see different statistics about his game
Success End Condition	User can see his game statistics
Failed End Condition	User can not see his game statistics
Primary Actors	Users
Secondary Actors	API
Pre-conditions	User is in the homepage
Post-conditions	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	
Priority	Low
Performance	1 minute
Frequency	Few times– when the users want to view his statistics
Channels to actors	None
OPEN ISSUES	
Due Date	30/04/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	API – Get the data
DOCUMENT INFORMATION	
Create date	03/10/2020

5.1.9 Read the rules

Use Case Name	Read the rules
Goal in Context	A user will have access to all the rules of the game in order to read them
Scope & Level	When the user is on the rules page, he can read the rules of the game
Success End Condition	User can read the rules of the game
Failed End Condition	User can not read the rules of the game
Primary Actors	Users
Secondary Actors	None
Pre-conditions	User is in the homepage
Post-conditions	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	
Priority	high
Performance	0-30 minutes
Frequency	Depends on the user
Channels to actors	None
OPEN ISSUES	
Due Date	30/04/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020

5.2 The Game

5.2.1 Attack to Control

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

Events

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 control" 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.

Extensions A: The attack is unsuccessful

A 4.2 If the attack is unsuccessful, the attack has no effect.

Extensions B: Critical Failure

B. 4.2 A roll of 11 or 12 results in automatic failure of the attack, no matter how much Power was involved

Extensions C: Aiding attack

C. 1. The user wants to transfer power from a group to another
C. 2. The user selects the group with which he wants to transfer power
C. 3.1. A list of actions is displayed
C. 4. The user selects "Transfer power" on the list of actions
C. 5. The user selects the group he wants to add the power to
C. 6.1. The group receive the power
C. 7. The use case continues at Step 4 in the basic course of action.

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	
Priority	HIGH
Performance	1-5 minutes
Frequency	Each player turn
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES	
Due Date	05/15/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/15/2020

5.2.2 Attack to neutralize

Use Case Name	Attack to neutralize
Goal in Context	The player attacks a group to take neutralize it
Scope & Level	[what system is being considered black box under design]
Success End Condition	The user's attack is successful. The attacked group is put back in the uncontrolled area
Failed End Condition	The user's attack is a failure. Nothing is done
Primary Actors	The player
Secondary Actors	Other players
Pre-conditions	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.
Post-conditions	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** **3.1The 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	
Priority	HIGH
Performance	1-5 minutes
Frequency	Each player turn
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES [list of issues awaiting decision affecting this use case]	
Due Date	05/15/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/15/2020

5.2.3 Attack to destroy

Use Case Name	Attack to destroy
Goal in Context	The player attack a group to destroy it
Scope & Level	[what system is being considered black box under design]
Success End Condition	The user's attack is successful. The attacked group is destroyed and placed in the 'dead pile'
Failed End Condition	The user's attack is a failure. Nothing is done.
Primary Actors	The player
Secondary Actors	Other players
Pre-conditions	It's the player's turn and he have enough action points
Post-conditions	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	
Priority	HIGH
Performance	1-5 minutes
Frequency	Each player turn
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES [list of issues awaiting decision affecting this use case]	
Due Date	05/15/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/15/2020

5.2.4 Interference

Use Case Name	Interference
Goal in Context	A player may interfere in an attack, either by helping the attacker or by opposing him.
Scope & Level	[what system is being considered black box under design]
Success End Condition	The user successfully interferes in an attack
Failed End Condition	None
Primary Actors	Player
Secondary Actors	Other players
Pre-conditions	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)
Post-conditions	Any used money goes back to the bank

Events
A. Basic course of Action
1. During another player's turn, the player declares "Interference" by clicking on the "Interfere" button. **1.1. A window appears and asks the user for additional information's** **2. The player announces who he will help** **3. The player announces how much money he will spend** **4. 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.)**
B. Extensions: Abolish privileged attack
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 "*Deep Agent*" or by discarding two special cards. **B.2. The use case continues at Step 1.**

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

5.2.5 Privileged attack

Use Case Name	Privileged attack
Goal in Context	The player can declare privileged attack to avoid interference
Scope & Level	[what system is being considered black box under design]
Success End Condition	The attack is declared as privileged
Failed End Condition	The player doesn't meet the required prerequisites
Primary Actors	The player
Secondary Actors	Other players
Pre-conditions	It's the player's turn and he have enough action points The player has at least 1 special card
Post-conditions	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
A. Basic course of Action
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.**
B. Extensions: Bavarian Illuminati Privilege
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**

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

5.2.6 Transferring money

Use Case Name	Transferring money
Goal in Context	A player may transfer money from a group to another
Scope & Level	[what system is being considered black box under design]
Success End Condition	The money is transferred
Failed End Condition	None
Primary Actors	The player
Secondary Actors	None
Pre-conditions	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
Post-conditions	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	
Priority	MEDIUM
Performance	1-2 minutes
Frequency	Every turn
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES [list of issues awaiting decision affecting this use case]	
Due Date	05/15/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/15/2020

5.2.7 Moving a group

Use Case Name	Moving a group
Goal in Context	A player may, as an action, reorganize his Power Structure by moving a Group to a vacant outgoing control arrow
Scope & Level	[what system is being considered black box under design]
Success End Condition	The group is successfully moved to another location
Failed End Condition	The group couldn't be moved to the desired location
Primary Actors	The player
Secondary Actors	None
Pre-conditions	It's the player's turn and he have enough action points
Post-conditions	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	
Priority	LOW
Performance	1-5 minutes
Frequency	Every turn
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES [list of issues awaiting decision affecting this use case]	
Due Date	05/15/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/15/2020

5.2.8 Gifts and trades

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

Events
A. Basic course of Action
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. Extensions: Player-2 refuses to trade
B.2. Player-2 refuses to trade with Player-1 **B.2.1 Player-1 receives a notification that Player-2 refused the trade**

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

5.2.9 Special cards

Use Case Name	Special cards
Goal in Context	A user can use a special card he owns
Scope & Level	[what system is being considered black box under design]
Success End Condition	The special card is successfully used
Failed End Condition	None
Primary Actors	The player
Secondary Actors	Other players
Pre-conditions	The user owns at least 1 special card If the special card specifies it, the user need at least 1 action point
Post-conditions	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	
Priority	LOW
Performance	1-2 minutes
Frequency	Anytime
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES [list of issues awaiting decision affecting this use case]	
Due Date	05/15/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/15/2020

5.2.10 Leaving the game

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

Events
A. Basic course of Action
1. The user declares surrender by clicking on "Surrender" button
B. Extensions: Hard quit
B.2. The user closes the game window

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

5.2.11 Winning the game

Use Case Name	Winning the game
Goal in Context	The player can win the game by reaching his secret goal
Scope & Level	[what system is being considered black box under design]
Success End Condition	The user wins
Failed End Condition	None
Primary Actors	The player
Secondary Actors	Other players
Pre-conditions	None
Post-conditions	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	
Priority	HIGH
Performance	10 seconds
Frequency	Anytime
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES [list of issues awaiting decision affecting this use case]	
Due Date	05/15/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/15/2020

5.3 Website

5.3.1 Read the presentation of the game

Use Case Name	Read the presentation of the game
Goal in Context	A user is supposed to see the description of the game on the index route /
Scope & Level	The user goes to the website and see the game description
Success End Condition	A user can connect to the website
Failed End Condition	A user cannot connect to the website
Primary Actors	The primary actors is the user
Secondary Actors	The secondary actors is the server
Pre-conditions	The user launches a web browser
Post-conditions	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 **1.1 User can connect, the server is up**

RELATED INFORMATION	
Priority	Medium
Performance	10 secondes
Frequency	Often, game presentation
Channels to actors	Server, front-end
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020

5.3.2 Read the rules of the game

Use Case Name	Read the rules of the game
Goal in Context	A user is supposed to read the rules of the game on the /rules route
Scope & Level	The user goes to the website and click on the rules navigation items
Success End Condition	The user goes to the /rules route
Failed End Condition	The user don't go to the /rules route
Primary Actors	The primary actors is the user
Secondary Actors	The secondary actors is the server and the front-end
Pre-conditions	The user is in the index route
Post-conditions	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/rules **1.1 User can connect and read the rules, the server is up**

RELATED INFORMATION	
Priority	Medium
Performance	0-30 minutes
Frequency	Often, game rules presentation
Channels to actors	Server, front-end
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020

5.3.3 Read the “how to install the game” section

Use Case Name	Read the “how to install the game” section
Goal in Context	A user is supposed to read the “how to install the game” section of the game on the / installation route
Scope & Level	The user goes to the website and click on the installation navigation items
Success End Condition	The user goes to the /installation route
Failed End Condition	The user don’t go to the /installation route
Primary Actors	The primary actors is the user
Secondary Actors	The secondary actors is the server and the front-end
Pre-conditions	The user is in the index route
Post-conditions	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/installation **1.1 User can connect and read the installation step, the server is up**

RELATED INFORMATION	
Priority	Medium
Performance	10 minutes
Frequency	Often, game rules presentation
Channels to actors	Server, front-end
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020

5.3.4 Read the "FAQ" section

Use Case Name	Read the FAQ section
Goal in Context	A user is supposed to reach the FAQ section if he has issues with something
Scope & Level	The user goes to the website and click on the FAQ navigation items
Success End Condition	The user goes to the /faq route
Failed End Condition	The user don't go to the /faq route
Primary Actors	The primary actors is the user
Secondary Actors	The secondary actors is the server and the front-end
Pre-conditions	The user is in the index route
Post-conditions	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/faq **1.1 User can connect and read the faq, the server is up**

RELATED INFORMATION	
Priority	Medium
Performance	15 minutes
Frequency	Often, game rules presentation
Channels to actors	Server, front-end
OPEN ISSUES	
Due Date	03/30/2020
… any other management	[... as needed]
Superordinates	None
Subordinates	None
DOCUMENT INFORMATION	
Create date	03/10/2020