**Use Cases**

A screenshot of a computer screen

Description automatically generated**Diplomacy**

Some use cases:

**Name:** Expansion

**Description**: the player wants to expand the colony by war, Conquer.

**Main:** player

**Secondary:** Natives, Pirates, Other nations

**Pre-condition**: Have a boat or people on land

**Main flow:**

1. Meeting the secondary players
2. Receiving proposals for peace or war
3. Declare war
4. Attack
5. Checks if military force is bigger than the secondary
6. Win the war

**Post-condition:** Colony Expansion

**Alternative flows:** Does not declare war, military force is smaller

**Alternative flow:** Smaller Military force

**Description:** The player declares war, but military force is smaller than the opposition

**Main:** player

**Secondary:** Natives, Pirates, other nations

**Pre-condition:** Military force smaller than secondary

**Main Flow:**

1. Start from 4
2. Loses war
3. Loses parts of colony/power
4. returns to 2

**Post-condition**: lost property/people,

**Alternative flow:** Accept peace ( does not declare war)

**Description**: the player accepts peace treaty from other players and goes for diplomatic contract

**Main**: player

**Secondary**: Natives, Pirates, other nations

**Pre-condition:** Receives proposal

**Main Flow:**

1. Start from 2
2. Accept peace proposal
3. Makes diplomatic contract

**Post-condition:** can benefits from trade and military assistance from allies

**Alternatives flows:** Make trade treaty

**Alternative flow:** Make trade treaty

**Description**: the player accepts peace treaty from other players

**Main**: player

**Secondary**: Natives, Pirates, other nations

**Pre-condition:** Accepts peace proposal

**Main Flow:**

1. Starts from 2
2. Makes trade treaty

**Post-condition:** can benefits from trade

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