

USE CASES

Use case: Open Software

Actor: User

Identifier: UC - 01

Description: A user logs onto the game

Preconditions: Software is not opened, and there is no UI for the user

Postconditions: Software is running, and user has options to set up lobby or account

Basic Course of Action:

1. User double clicks on the Illuminati game executable file
 - a. Software interface is displayed
2. Use case ends when the game is successfully opens

Use case: Login

Actor: User

Identifier: UC - 02

Description: A user logs onto the game

Preconditions: Game is launched

Postconditions: The user has logged in successfully

Basic Course of Action:

1. User enters a username into login screen
2. The software checks to see if username is already in the lobby [Alt Course A: The username already exists in lobby]
3. The game checks to see if the username is within the constraints that we define [Alt Course B: The username is invalid]
4. The player is added into the lobby
5. Repeat 1-3 until enough players are added
6. When username is accepted use case ends

Alternate Course A: The username already exists in lobby

- A1. A message pops up saying user already exist in lobby
- A2. Ask the user to enter a new name
- A3. Repeat 1 - 3 with a new user name
- A4. When username is accepted use case ends

Alternate Course B: The username is invalid

- B1. An error message pops up that asks them to enter in a valid username.
- B2. Repeat steps 1 - 3 with a valid username
- B3. When username is accepted use case ends

Use case: Remove player from lobby

Actor: User

Identifier: UC - 03

Description: A user is removed from the lobby

Preconditions: A player or several players are in the lobby

Postconditions: A player or several players are removed from the lobby

Basic Course of Action:

1. User clicks on the remove button in the lobby
 - a. All player tags will have a minus button show up
 - b. Remove button changes to a done button
2. User clicks on minus button next to player name
 - a. That player player tag will disappear from lobby
3. Optional. Repeat. User clicks on minus button next to player name
4. User clicks on done button
5. Use case ends

Use case: Start a game

Actor: User

Identifier: UC - 04

Description: Once all the users are logged in to Illuminati, they start a game.

Preconditions: All the players who want to play Illuminati have logged in.

Postconditions: A game has started.

Basic Course of Action:

1. Player logs on to the game. That player is put into the lobby.
2. Repeat step 1 until all players are in the lobby.
3. Players try starting the game [Alt Course A: The player tries to start the game without enough people]
4. Use case ends when a player presses the start button after enough players have logged in.

Alternate Course A: The player tries to start the game without enough people.

A1. An error message pops up that prompts the player to find another person to play Illuminati with them since the game cannot be played with a single person.

A2. The players find another person who wants to play with them.

A3. That new player logs in and then a game can be started and the use case ends.

Use Case: Beginning the game

Actor: Players

Identifier: UC - 05

Description: All the users draw their Illuminati card

Preconditions: The game has started.

Postconditions: All players have their Illuminati card and the sequence of play is established.

Basic Course of Action:

1. Place the eight Illuminati cards face down.
2. Each player clicks on the deck of faced down illuminati cards and receives one Illuminati card.
3. Then they receive their indicated income from the bank.
4. The remaining cards are shuffled and placed face-down on the center of the table.

5. Click on deck to turn over four cards one by one, and those cards will be the original uncontrolled groups.[Alt Course A: If a card turned over is a special card]
6. All the players roll two dice and the player with the highest roll goes first.[Alt Course B: When there is a tie for highest roll]
7. Use case ends

Alternate Course A: If a card turned over is a special card

- A1. The software puts the special card at the bottom of the deck, and picks another card repeats this step if the card chosen is a special card
- A2. Otherwise continue to step 6

Alternate Course B: When there is a tie for highest roll.

- B1. All players who were tied for highest roll shall keep rolling the two dice until there is only one highest roller.
- B2. Use case ends

Use Case: Starting a turn

Actor: Player

Identifier: UC - 06

Description: Player does the guaranteed things that happen at the start of their turn

PreCondition: Previous player's turn ended or the first player starts their turn

Postcondition: Player has options to finish their turn

Basic Course of Action:

1. Player gets the amount of income on their Group treasury or Illuminati treasury
2. Player draws the top card of the deck by clicking on the deck [Alt Course A: If card drawn is a special card]
3. Player puts the drawn card into their hand
4. Use case ends

Alternate Course A: If card drawn is a special card

- A1. The card is announced to be a special card
- A2. Use case ends

Use Case: Attack to control

Action: Player

Identifier: UC - 07

Description: The player decides to attack another group in order to control them.

Precondition: It is the player's turn and this isn't their second attack in a turn. Only UFOs can attack twice a turn. The attacking group must have one outward-pointing arrow.

Postcondition: The player's attack is over.

Basic Course of Action:

1. Once its a players turn a menu will pop up with different options like attack, trade/gift, or pass your turn
2. by clicking the attack button and then they have options to attack to control, neutralize, or destroy. In which they click control.
3. Player decides on the group they want to attack to control by click

4. Player decides to or go through with the attack [Extension A: Player wants to cancel move] [Extension B: Player wants to add money] [Extension C: Player wants to do a privileged attack] [Extension D: Player adds transferable power]
5. The difference of the attacking group's power and the defending group's resistance is what the player has to roll or a number that is lower than the difference in order for their attack to be successful. [Alternate Course A: The player rolls a 11 or 12] [Alternate Course B] [Alternate Course C: Another Illuminati card controls the defending group]
6. Attacker succeeds if they roll the difference or a number lower than the difference and the targeted group is put next to an outward arrow. [Extension E: attacks fails]

Alternate Course A: The player rolls a 11 or 12

A1. The attack fails.

Alternate Course B: An Illuminati or other group helps the defending group.

B1. The group that wants to aid the attacking group gives the attacking group their transferrable power. That transferrable power is added to the attacking group's power.

Alternate Course C: Another Illuminati card controls the defending group

C1. Depending on how close the defending group is from the Illuminati card that controls it, it gains additional resistance.

Extensions:

3a: Player chooses to cancel move

3a.1: Player may choose to do a different action

3a.2: Use Case ends

3b: Attacking player decides to add money

3b.1: Attack is committed

3b.2: Player adds money from the attacking group's treasury or their Illuminati card's treasury. Each MB added from attacking player adds one Power to that group

3b.3: Defending player adds money from the defending group's treasury or their Illuminati card's treasury Each MB added from the defending Group's treasury adds two Resistance to that group. Each MB added from the defending Illuminati treasury adds one Resistance

3b.4: Repeat 3b.2-3b.3 until both players don't want to add any more money

3b.5: Rejoin step 4

3c: Player wants to do a privileged attack

3c.1: Attacking player announces privilege and discards a special card

[Alternate Course B: Player is the Bavarian Illuminati]

3c.2: No other players may add money to the attack or defense

[Alternate Course C: Defending player cancels privilege

3c.3: Rejoin step 4

3d: Player adds transferable power

3d.1: This is done before money can be spent

- 3d.2: Any group not attacking may add transferable power to the attack
- Any group that has transferred power, may not transfer power again on this turn
- 3d.3: Attacking group gains transferred power
- 3d.4: Rejoin step 4

Alternate Course B: Player is the Bavarian Illuminati

- B1. Player may declare privilege using 5 MB from their Illuminati treasury instead

Alternate Course C: Defending player cancels privilege

- C1. Defending player discards two special cards or by playing the special card *Deep Agent*.
- C2. Attack is no longer privileged

Use Case: Attack to Neutralize

Action: Player

Identifier: UC - 08

Description: The player decides to attack another group in order to neutralize that group.

Precondition: Group targeted must be controlled by another player

Postcondition: Outcome of attack is successful and targeted group is put in the uncontrolled zone or attack fails and nothing happens

Basic Course of Action:

1. Once its a players turn a menu will pop up with different options like attack, trade/gift, or pass your turn
2. by clicking the attack button and then they have options to attack to control, neutralize, or destroy. In which they click neutralize.
3. Player decides on which group that they control to attack by click
4. Player than decides on which group that is controlled by another player to attack by click
5. Attacker gains +6 in power
6. Player decides to or go through with the attack [Extension A: Player wants to cancel move] [Extension B: Player wants to add money] [Extension C: Player wants to do a privileged attack] [Extension D: Player adds transferable power]
7. Get the difference of the attacking group's power and the defending group's resistance
8. The attacker has to roll a number that is lower than the difference in order for their attack to succeed [Alternate Course A: The player rolls a 11 or 12]
9. Attacker succeeds if they roll a number lower than the difference and targeted group is put into the uncontrolled group pile along with all of its puppets[Extension E: attacks fails]

Alternate Course A: The player rolls a 11 or 12

- A1. if the attacker rolls an 11 or 12 the attack automatically failed
- A2. Use case ends

Extensions:

- 3a: Player chooses to cancel move

3a.1: Player may choose to do a different action

3a.2: Use Case ends

3b: Attacking player decides to add money

3b.1: Attack is committed

3b.2: Player adds money from the attacking group's treasury or illuminati treasury

Each MB added from attacking player adds one Power to that group

3b.3: Defending player adds money from the defending group's treasury or illuminati treasury

Each MB added from the defending Group's treasury adds two Resistance to that group.

Each MB added from the defending Illuminati treasury adds one Resistance

3b.4: Repeat 3b.2-3b.3 until both players don't want to add any more money

3b.5: Rejoin step 4

3c: Player wants to do a privileged attack

3c.1: Attacking player announces privilege and discards a special card

[Alternate Course B: Player is the Bavarian Illuminati]

3c.2: No other players may add money to the attack or defense

[Alternate Course C: Defending player cancels privilege

3c.3: Rejoin step 4

3d: Player adds transferable power

3d.1: This is done before money can be spent

3d.2: Any group not attacking may add transferable power to the attack

Any group that has transferred power, may not transfer power again on this turn

3d.3: Attacking group gains transferred power

3d.4: Rejoin step 4

Alternate Course B: Player is the Bavarian Illuminati

B1. Player may declare privilege using 5 MB from their Illuminati treasury instead

Alternate Course C: Defending player cancels privilege

C1. Defending player discards two special cards or by playing the special card *Deep Agent*.

C2. Attack is no longer privileged

Use Case: Attack to Destroy

Action: Player

Identifier: UC - 09

Description: The player decides to attack another group in order to destroy it and its subordinate groups

Precondition: Player has available actions to attack another group

Postcondition: Outcome of attack is determined or canceled

Basic Course of Action:

1. Once its a players turn a menu will pop up with different options like attack, trade/gift, or pass your turn
2. by clicking the attack button and then they have options to attack to control, neutralize, or destroy. In which they click destroy.
3. Player decides which illuminati or group they control to attack with by click
4. Player decides which group to attack to destroy by click
5. Player decides to go through with the attack [Extension A: Player wants to cancel move] [Extension B: Player wants to add money] [Extension C: Player wants to do a privileged attack] [Extension D: Player adds transferable power]
6. Get the difference of the attacking group's power and the defending group's power. Any passive effects are done at this point, such as alignments and defending bonus resistance
7. The attacker has to roll a number that is lower than the difference in order for their attack to succeed [Alternate Course A: The player rolls a 11 or 12]
8. Attacker succeeds if they roll a number lower than the difference and targeted group and its puppets are put into a discard pile [Extension A: attacks fails]

Alternate Course A: The player rolls a 11 or 12

- A1. if the attacker rolls an 11 or 12 the attack automatically failed
- A2. Player loses an action for their turn
- A3. Use case ends

Extensions:

3a: Player chooses to cancel move

- 3a.1: Player may choose to do a different action
- 3a.2: Use Case ends

3b: Attacking player decides to add money

- 3b.1: Attack is committed
- 3b.2: Player adds money from the attacking group's treasury or illuminati treasury
Each MB added from attacking player adds one Power to that group
- 3b.3: Defending player adds money from the defending group's treasury or illuminati treasury
Each MB added from the defending Group's treasury adds two Resistance to that group.
Each MB added from the defending Illuminati treasury adds one Resistance
- 3b.4: Repeat 3b.2-3b.3 until both players don't want to add any more money
- 3b.5: Rejoin step 4

3c: Player wants to do a privileged attack

- 3c.1: Attacking player announces privilege and discards a special card

[Alternate Course B: Player is the Bavarian Illuminati]

3c.2: No other players may add money to the attack or defense

[Alternate Course C: Defending player cancels privilege

3c.3: Rejoin step 4

3d: Player adds transferable power

3d.1: This is done before money can be spent

3d.2: Any group not attacking may add transferable power to the attack

Any group that has transferred power, may not transfer power again on this turn

3d.3: Attacking group gains transferred power

3d.4: Rejoin step 4

Alternate Course B: Player is the Bavarian Illuminati

B1. Player may declare privilege using 5 MB from their Illuminati treasury instead

Alternate Course C: Defending player cancels privilege

C1. Defending player discards two special cards or by playing the special card *Deep Agent*.

C2. Attack is no longer privileged

Use Case: Transferring Money

Action: Player

Identifier: UC - 10

Description: The player decides to transfer money from one group to an adjacent group

Precondition: The group the player wants to transfer money to must be adjacent to the group the money is coming from

Postcondition: The money now belongs to the targeted group

Basic Course of Action:

1. Player clicks on the transfer button
2. The player then decides which group they want to transfer money from
3. The player then decides which group which adjacent group he or she wants to transfer money to.
4. Money is transferred Use case ends

Use Case: Special Abilities

Action: Player

Identifier: UC - 11

Description: The player can use a special ability if the card has one, to increase a cards power

Precondition: To use a special ability as a group with an ability or an Illuminati card

Postcondition: The card that was assisted by the special ability will get an increase in power

Basic Course of Action:

1. Pick a card you want to use a "Any attempt" ability on [Alternate Course A: Other abilities]

2. Decide which groups with special ability you want to use or you can use your illuminati card's ability
3. Use case ends with the target card increased in power

Alternate Course A: Other abilities

- A1. Instead of choosing a different card to apply the ability to, this ability is used on the card with the special ability
- A2. End use case

Use Case: Moving a Group

Action: Player

Identifier: UC - 12

Description: Move a group somewhere within the players power structure

Precondition: It has to be a player's turn, and the new position that the player wants to move the group too has to be an outgoing arrow.

Postcondition: group is moved to new place in power structure

Basic Course of Action:

1. User picks the group he wants to move by clicking it
2. Moves a group and all the group it controls to an available outgoing arrow [Alternate Course A: Overlapping groups] [Alternate Course B: Can't prevent overlapping groups]
3. The group and all its puppets successfully moved and the Use case ends

Alternate Course A: Overlapping groups:

- A1. One of the puppets overlaps with any other group
- A2. The puppet groups are moved to a different control arrow on the puppet's master group or any other group the puppet's master group controls
- A3. Group moved successfully and the Use case end

Alternate Course B: Can't prevent overlapping groups

- B1. if a puppet group cannot be prevented from overlapping other groups by moving it to another available spot it is lost and moved to the uncontrolled area
- B2. Use case ends.

Use Case: Gifting Groups

Action: Player

Identifier: UC - 13

Description: A player gifts group to another player for nothing in return

Precondition: It is the players turn

Postcondition: Gifting is completed

Basic Course of Action:

1. When the players chooses to gift button, a list of names of players will pop up
2. Then the player chooses a the target player they wants to give the group away to by click
3. The player whose turn it is can only choose one group they want to give away by click.
4. The target players accepts the gift [Alternate Course A: Rejects Gift]
5. The player loses one action

6. Gift giving is successful and the use case ends

Alternate Course A: Rejects Gifts

- A1. The target player doesn't accept the gift and presses decline button
- A2. The player keeps their group card and doesn't lose an action
- A2. Gifting failed and use case ends

Use Case: Gifting Special cards

Action: Player

Identifier: UC - 14

Description: A player gifts another a special card for nothing in return

Precondition: A player has to have a special card in order to gift one. A special card any time except during a privileged attack

Postcondition: The gifting of the special card is successful

Basic Course of Action:

1. When the players chooses to gift button, a list of names of players will pop up
2. The player decides the target player their wants to give the card to by click
3. A player decides which special card their wants to give away for nothing
4. The target player accepts the gift [Alternate Course A: Target player rejects gift]
5. Use case ends with the special card successfully given to the target player

Alternate Course A: Target player rejects gifts

- A1. Target player decides not to accept the gift and presses decline button
- A2. giving special card failed
- A3. Use case ends

Use Case: Trading group for group

Action: Player

Identifier: UC - 15

Description: A player trades one of their groups for another player's group.

Precondition: Both players involved in the trade have a group to trade. It must be one of the players' turns.

Postcondition: The trade is complete.

Basic Course of Action:

1. When the players chooses to trade button, a list of names of players will pop up
2. The player decides which player to trade with by click.
3. The player offers to trade.
4. The other player accepts the trade. [Alternate Course A: Player rejects trade]
5. The trade is counted as two actions - one to move the first group and another one to move the second group.
6. Trade successful use case ends

Alternate Course A: Player rejects trade

- A1. The other player decides not to accept the gift and presses decline button
- A2. The trade is unsuccessful, use case ends.

Use Case: Trading Group for money

Action: Player

Identifier: UC - 16

Description: A player trades one of their groups for another player's megabucks

Precondition: Player wants to trade something.

Postcondition: The trade is complete.

Basic Course of Action:

1. When the player chooses to trade button, a list of names of players will pop up
2. The player decides which player to trade with by click.
3. The player offers to trade one or more groups to another player for money
4. The other player accepts the trade. [Alternate Course A: Player rejects trade]
5. The trade counts however many groups were traded, and the current player uses up that amount of turns
 - a. The megabucks must come from the player's Illuminati
6. Trade successful use case ends

Alternate Course A: Player rejects trade

- A1. Other player decides not to accept the gift and presses the decline button
- A2. The trade is unsuccessful, use case ends.

Use Case: Cash Transfer

Action: Player

Identifier: UC - 17

Description: A player transfers cash to another player

Precondition: Must be from one Illuminati card to another and can happen any time except when there is a privileged attack.

Postcondition: Transfer is complete

Basic Course of Action:

1. When the player chooses to trade button, a list of names of players will pop up
2. A player decides which player they want to transfer cash to by click
3. The player decides how much money he wants to transfer over to the target player
4. The target player accepts the money transferred to his illuminati card [Alternate Course A: Player rejects transfer]
5. Cash transferred use case ends

Alternate Course A: Player rejects transfer

- A1. The target player decides he doesn't want the money by pressing the decline button
- A2. The transfer failed and use case ends

Use Case: Selling Special Cards

Action: Player

Identifier: UC - 18

Description: A player sells one of their special cards.

Precondition: A player has a special card to sell.

Postcondition: The sell is complete.

Basic Course of Action:

1. When the players chooses to trade button, a list of names of players will pop up
2. Player decides which player to sell their card to by clicking.
3. Player decides which special card to sell.
4. Player sells their card to another player. [Alternate Course A: Other player doesn't want to buy the special card]
5. This counts as a free action.
6. Sell is successful, use case ends.

Alternate Course A: Other player doesn't want to buy the special card

- A1. Other player decides not to accept the gift and presses the decline button
- A2. The sell is unsuccessful, use case ends.

Use Case: Trade Special Cards for a group

Action: Player

Identifier: UC - 19

Description: A player trades a special card for a group

Precondition: Player wants to trade something.

Postcondition: The trade is complete

Basic Course of Action:

1. Player clicks the trade button
2. Player decides which special card to trade
3. Player decides which player to trade their card to.
4. Player trades their card to another player in exchange for a group or groups [Alternate Course B: Other player refuses the trade]
5. This counts for however many groups were traded as actions
6. Trade is successful and use case ends.

Alternate Course A: Other player refuses the trade

- A1. The other player refuses the trade and presses decline button
- A2. The trade is unsuccessful, use case ends

Use Case: Leaving Game

Action: Player

Identifier: UC - 20

Description: A player leaves the game

Precondition: The player must be in the game

Postcondition: The player is no longer part of the game

Basic Course of Action:

1. When it's the player's turn they click the leave game button.
2. Their groups will be added to the uncontrolled pile
3. Their money goes back into the bank
4. The Illuminati card of the player that left is discarded from that game
5. End use case

Use Case: Dropping a group

Action: Player

Identifier: UC - 21

Description: Drop a group from the power structure.

Precondition: Player has a group to drop.

Postcondition: The group is dropped.

Basic Course of Action:

1. Player chooses which group in their power structure to drop.
2. Player detaches the group from their power structure.
3. Player moves the group back to the uncontrolled area. [Alternate Course A: The dropped group controls other groups]
4. Use case ends

Alternate Course A: The dropped group controls other groups

A1. All of the groups that were controlled by the dropped group are also put into the uncontrolled area.

Use Case: Ending a turn

Action: Player

Identifier: UC - 22

Description: Player chooses to end their turn

Preconditions: Must be the player's turn.

Postconditions: The player's turn is over.

Basic Course of Action:

1. Player chooses to end their turn [Alternate Course A: Player decides to pass their turn]
 - a. Game checks if any player has reached their win condition
2. The current player's turn ends
3. Use case ends

Alternate Course A: Player decides to pass their turn

A1. The player decides to pass their turn and not take any actions. This includes not making any free actions either.

A2. The player collects 5 MB from the bank.

A3. Check if any player has reached their win condition

A4. Current player's turn ends.

A5. Use case ends.

Use Case: Check rankings

Action: Player

Identifier: UC - 23

Description: Player checks the rankings of all of the players that have played on that computer.

Preconditions: At least one game has finished or else the ranking board will be empty.

Postconditions: The player has checked the rankings.

Basic Course of Action:

1. Player navigates themselves to the home screen.

2. Player clicks on the rankings button.
3. Player looks at the ranking board.
4. Use case ends.

Use Case: Playing a special card

Action: Player

Identifier: UC - 24

Description: Player chooses to use a special card

Preconditions: Must be the player's turn and player must have a special card.

Postconditions: The player continues the rest of their turn

Basic Course of Action:

1. Player chooses a special card to play[Alternate Course A: two contradicting special cards]
 - a. The card does its effect(s)
 - b. Special card is discarded
2. Use case ends

Alternate Course A: two contradicting special cards

- A1. The special card that is played last takes effect
- A2. The last card played is the one that governs
- A3. Use case ends

Use Case: Adding Targets

Action: Player

Identifier: UC - 25

Description: Player draws cards from the deck until there are two uncontrolled groups.

Preconditions: The uncontrolled area has fewer than two groups.

Postconditions: The uncontrolled area has two groups.

Basic Course of Action:

1. Player draws a card. [Alternate Course A: the card was a special card]
2. Player puts the card drawn into the uncontrolled group area.
3. Player checks if there are now two uncontrolled groups. [Alternate Course B: There is only one uncontrolled group]
4. Use Case ends.

Alternate Course A: The card was a special card

- A1. The special card is discarded.
- A2. Player draws until the card isn't a special card.
- A3. Use case ends.

Alternate Course B: There is only one uncontrolled group

- B1. The player repeats step 1 - 3.
- B2. Use case ends.

Use Case: Drawing a card

Action: Game

Identifier: UC - 26

Description: When it is a player's turn, the game will give the player a random card from the shuffled deck of cards

Preconditions: It is the player's turn

Postconditions: The player is given a new card

Basic Course of Action:

1. The game will pick a random card from the shuffled deck
2. The player whose turn it is will receive the chosen card [Alternate Course A: Group card]
[Alternate Course B: Special Card]
3. Use case ends

Alternate Course A: Group Card

A1. The group card chosen will be placed faced up in the uncontrolled area

A2. Use case ends

Alternate Course B: Special Card

B1. The special card is added to the player's personal deck of cards

B2. Use case ends

Use Case: Collect income

Action: Game

Identifier: UC - 27

Description: The player will receive the money from the bank

Preconditions: It is the player's turn and the group card must have an income number

Postconditions: The money is withdrawn from the bank

Basic Course of Action:

1. When it is the player's turn the game will calculate how much money will be given to a card according to the income on the card
2. The game then adds the income to the amount of money the card already has
3. The game calculates the income generated from all of the player's group cards and gives the player that amount from the bank
4. Use case ends when all the group cards in the player's collection have collected their income

Use Case: Turning off music

Action: Player

Identifier: UC - 28

Description: A player turns off the music.

Preconditions: The music must be currently playing.

Postconditions: The music stops playing.

Basic Course of Action:

1. The player opens up the menu button while in game.
2. The player clicks turn off music.
3. Use case ends.

Use Case: Turning on music

Action: Player

Identifier: UC - 29

Description: A player turns on the music.

Preconditions: The music must not be currently playing.

Postconditions: The music starts playing.

Basic Course of Action:

1. The player opens up the menu button while in game.
2. The player clicks turn on music.
3. Use case ends.

Use Case: AFK Detector

Action: Game

Identifier: UC - 30

Description: During a player's action, if they have not done anything for a minute and a half, they lose their turn.

Preconditions: A player's turn has started.

Postcondition: System recognizes that a player is not active and ends their turn.

Basic Course of Action:

1. System has a timer that increments every second [Alternate Course A: Player does an action, trade, or transfer]
2. Timer reaches a minute and a half
3. Player's turn ends
4. Use case ends

Alternate Course A: Player does an action, trade, or transfer

A1. The current player does an action, trade or transfer

A2. The timer resets to zero, rejoin step 1

Use Case: Update Rankings

Action: Game

Identifier: UC - 31

Description: At the end of a game, the rankings are updated.

Preconditions: A game has finished.

Postcondition: The rankings are updated.

Basic Course of Action:

1. The game searches for the player(s) who have won the game.
2. The game updates their score on the ranking board.
3. Use case ends.

Use case: Exit Illuminati

Action: User

Identifier: UC - 32

Description: The user decides to leave Illuminati.

Preconditions: Illuminati is open.

Postconditions: The user has exited Illuminati.

Basic Course of Action:

1. The player navigates themselves to the home screen.
2. Once on the home screen the user can click on the exit button.
3. Use case ends when the user successfully closes the game.

Use case: Play again button

Action: User

Identifier: UC - 33

Description: After a game finished and your group wants to play again you click the play again button

Preconditions: A game has just finished and your group wants to play again

Postconditions: A new game starts

Basic Course of Action:

1. Once a game is completed a screen with a leave game button, a play again button, and a rejoin lobby button appears
2. If everyone wants to play again one player will click the play again button [Alternate Course A: clicks go back to lobby button]
3. A new game will start with the same group of people
4. Use case ends

Alternate Course clicks go back to lobby button

A1. the game goes back to the home screen

A2. Use case ends

Use case: Pause Button

Action: User

Identifier: UC - 34

Description: When the group as a whole is in a middle of a game but has something else to do they can pause the game by clicking the pause button

Preconditions: A group is in the middle of playing the game and all players decide they want the game paused

Postconditions: Game is paused until you press the un-pause button

Basic Course of Action:

1. In the middle of the game the group of players decides that they want to do something else for a small amount of time and come back
2. All players have to agree in real life to pause the game
3. One player in the lobby clicks the pause button
4. The afk detector is paused so that no turns are skipped.
5. The game is on pause and takes you to a screen with an un-pause button
6. Use case ends