

# Use Cases For Illuminati Game

Distribution:

<Minh Truong, Jimmy Tran, Riley Haldeman>

<b>USE CASE #1</b>	<b>Launch Game</b>	
<b>Goal in Context</b>	Gives access to a specific user account	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Illuminati: Remastered is downloaded	
<b>Success End Condition</b>	Illuminati: Remastered is launched	
<b>Failed End Condition</b>	Illuminati: Remastered is not launched	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Double click Illuminati: Remastered Icon	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Double click Illuminati: Remastered Icon
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	Introductory video starts
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	User enters the wrong information
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Whenever user plays the game	
<b>Channels to actors</b>		
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/20	
<b>...any other management information...</b>	n/a	
<b>AUTHOR</b>	Jimmy Tran	
<b>Create date</b>	3/29/20	

<b>USE CASE #2</b>	<b>Starting a Game</b>	
<b>Goal in Context</b>	Gives access to a specific user account	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Illuminati: Remastered is downloaded	
<b>Success End Condition</b>	Illuminati: Remastered is launched	
<b>Failed End Condition</b>	Illuminati: Remastered is not launched	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Double click Illuminati: Remastered Icon	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Click on "Play" button
	<b>2</b>	Enter each players name
	<b>3</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	Click on "Settings" button
	<b>1b</b>	Click on "Exit Game" button
	<b>1c</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Whenever user plays the game	
<b>Channels to actors</b>		
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/20	
<b>...any other management information...</b>	n/a	
<b>AUTHOR</b>	Minh Truong	
<b>Create date</b>	3/29/20	

<b>USE CASE #3</b>	<b>Roll Die for Illuminati Card</b>	
<b>Goal in Context</b>	Each player has a corresponding ranking	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Game has been started	
<b>Success End Condition</b>	Each player will have a ranking	
<b>Failed End Condition</b>	Players will not have a ranking	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	die	
<b>Trigger</b>	Click on the roll die button	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User clicks roll die button “but
	<b>2</b>	Numbers are kept track of
	<b>3</b>	Repeat 1-2 with each player
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>2a</b>	Person with highest number will go first
	<b>2b</b>	Person with lowest number will go last
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>	User ranking	
<b>Priority:</b>	High	
<b>Performance</b>	10 seconds	
<b>Frequency</b>	Once per game	
<b>Channels to actors</b>		
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/20	
<b>...any other management information...</b>	n/a	
<b>AUTHOR</b>	Jimmy Tran	

Create date	3/29/20
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<b>USE CASE #4</b>	<b>Choose Illuminati Card</b>	
<b>Goal in Context</b>	Each player will have an Illuminati Card	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Die has been rolled	
<b>Success End Condition</b>	Each player will have an illuminati card	
<b>Failed End Condition</b>	Players will have not have an illuminati card	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	illuminati card	
<b>Trigger</b>	User clicks on the card they want	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User click on the card they want
	<b>2</b>	Repeat step 1 until each player has a card
	<b>3</b>	Remove remaining illuminati cards
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	If card chosen is the “UFOs” card
	<b>1b</b>	User selects a Special Goal of another illuminati card
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>	User ranking	
<b>Priority:</b>	High	
<b>Performance</b>	10 seconds	
<b>Frequency</b>	Once per game	
<b>Channels to actors</b>		
<b>OPEN ISSUES</b>	n/a	

<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Jimmy Tran
<b>Create date</b>	3/29/20

<b>USE CASE #5</b>	<b>Collect Illuminati Income</b>	
<b>Goal in Context</b>	Illuminati Income is collected	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Illuminati cards are picked	
<b>Success End Condition</b>	When income are all collected	
<b>Failed End Condition</b>	Income not collected	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Illuminati card is chosen	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Each player will be given their megabucks corresponding to their Illuminati income
	<b>2</b>	Place megabucks on the illuminati card
	<b>3</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	
	<b>1b</b>	
	<b>1c</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Whenever user plays the game	
<b>Channels to actors</b>		

<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Minh Truong
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<b>USE CASE #6</b>	<b>Shuffle deck</b>	
<b>Goal in Context</b>	Remaining cards, including special cards, will be randomized	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Income has been collected	
<b>Success End Condition</b>	Cards will be randomized	
<b>Failed End Condition</b>	Cards will not be randomized	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	cards	
<b>Trigger</b>	Double click Illuminati: Remastered Icon	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Cards are shuffled and placed to the side of the table
	<b>2</b>	
	<b>3</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	
	<b>1b</b>	
	<b>1c</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Whenever user plays the game	

<b>Channels to actors</b>	
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Minh Truong
<b>Create date</b>	3/29/20

<b>USE CASE #7</b>	<b>Display starting uncontrolled groups</b>	
<b>Goal in Context</b>	Gives access to a specific user account	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Deck has been shuffled	
<b>Success End Condition</b>	Four random group cards are displayed	
<b>Failed End Condition</b>	No group cards are displayed	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	Card	
<b>Trigger</b>	Display Card button is pressed	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	First random group is displayed
	<b>2</b>	Second random group is displayed
	<b>3</b>	Third random group is displayed
	<b>4</b>	Fourth random group is displayed
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	
	<b>1b</b>	
	<b>1c</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	



<b>Performance</b>	5 seconds
<b>Frequency</b>	Whenever user plays the game
<b>Channels to actors</b>	
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Jimmy Tran
<b>Create date</b>	3/29/20

<b>USE CASE #8</b>	<b>Roll Die for player start</b>	
<b>Goal in Context</b>	A player will be chosen to start	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Starting uncontrolled groups have been displayed	
<b>Success End Condition</b>	A player is chosen to start	
<b>Failed End Condition</b>	No player is chosen to start	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	die	
<b>Trigger</b>	Roll die button is clicked on	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User clicks on roll die
	<b>2</b>	User is given a number
	<b>3</b>	Repeat steps 1-2 until each user has a number
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>2a</b>	User with the highest number will start
	<b>2b</b>	User with the lowest number will start
	<b>1c</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	

<b>RELATED INFORMATION</b>	User Login
<b>Priority:</b>	High
<b>Performance</b>	5 seconds
<b>Frequency</b>	Whenever user plays the game
<b>Channels to actors</b>	
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Minh Truong
<b>Create date</b>	3/29/20

<b>USE CASE #9</b>	<b>Collect Income</b>	
<b>Goal in Context</b>	First Player does his moves	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Roll Die for player start	
<b>Success End Condition</b>	Player collect Income	
<b>Failed End Condition</b>	Player ends up with no megabucks	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Double click Illuminati: Remastered Icon	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	For each Group that has an Income, draw that income from the bank
	<b>2</b>	The Income is then placed on the card
	<b>3</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	
	<b>1b</b>	
	<b>1c</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>

	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Whenever user plays the game	
<b>Channels to actors</b>		
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/20	
<b>...any other management information...</b>	n/a	
<b>AUTHOR</b>	Minh Truong	
<b>Create date</b>	3/29/20	

<b>USE CASE #10</b>	<b>Draw a card</b>	
<b>Goal in Context</b>	A card is drawn from the top of the deck	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Income has been collected	
<b>Success End Condition</b>	A card is drawn	
<b>Failed End Condition</b>	A card is not drawn	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	card	
<b>Trigger</b>	User clicks on the deck	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User clicks on the deck
	<b>2</b>	A card is given to the player
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>2a</b>	
	<b>2b</b>	
	<b>1c</b>	

<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>2a</b>	If the card drawn is a Group card, the card is placed face-up with the other uncontrolled Groups
	<b>2b</b>	If the card drawn is a Special card, the player keeps it, face-down or face-up
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Whenever user plays the game	
<b>Channels to actors</b>		
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/20	
<b>...any other management information...</b>	n/a	
<b>AUTHOR</b>	Minh Truong	
<b>Create date</b>	3/29/20	

<b>USE CASE #11</b>	<b>Takes two “actions”</b>	
<b>Goal in Context</b>	Take two action	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Draw a Card	
<b>Success End Condition</b>	Player takes two action	
<b>Failed End Condition</b>	Player will end up missing out on information	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Double click Illuminati: Remastered Icon	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User is given option to “Attack” = 3 option of attacking - <b>[Attack to Control]</b> or <b>[Attack to Neutralize]</b> or <b>[Attack to Destroy]</b>
	<b>2</b>	User is given the option to “Money Transfer” = move money to an adjacent Group
	<b>3</b>	User is given the option to “Move a Group” = Player can move group
	<b>4</b>	“Interference” - Any player may interfere in an attack, either by helping the attacker or by opposing him. The person can only contribute money from his Illuminati treasury
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>[Attack to Control]</b>	Player can attack against any other Group in play except another Illuminati or Group you already control <ul style="list-style-type: none"> <li>a. The attacking Group must have at least one outward-pointing arrow free</li> </ul>

		<p>b. (Aiding Attacks) - If a Group has two power numbers the second number is transferable. If a Group does not attack during a turn, it may use its transferable power to aid an attack made by any other Group in its Power Structure.</p> <p>c. (Power Structure Position) - If a Group is already controlled by an opponent, it may be harder to control. The closer it is to the Illuminati who control it, the more of a bonus it gets to Resistance (or to Power if someone tries to destroy it). If it is adjacent, it gets a +10! If it is one Group away, it gets a +5. If it is two Groups away, it gets a +2.</p> <p>d. (Alignments) - Groups having an identical alignment ADD 4 to the attacker's effective Power for each identical alignments. If they have any opposite alignments, SUBTRACT 4 for each. <b>[Alignments List]</b></p> <ul style="list-style-type: none"> <li>- Ex. A Weird, Communist Group is trying to control a Straight, Government Group. Two sets of opposite alignments subtract 8 from the attacking power on this attack.</li> </ul> <p>e. (Special Powers) - .....</p> <p>f. (Spending Money to Attack) - Spend megabucks to increase Power to that attack. Money used can only be on the attacking Group or Illuminati card.</p> <p>g. (Spending Money to Defend) - Money spent on the Group that is being attacked will increase Resistance by 2. While money on Illuminati card will count as 1.</p> <p>h. Goes back to step f and g until both players are satisfied.</p> <p>i. Takes (power - resistant + megabucks)</p> <p>j. Roll die and adds the two numbers</p> <p>k. If the roll of the die is lower than (power - resistant + megabucks), then the player now controls that card. <b>[Alt Course H]</b></p> <p>l. Player can now connect uncontrolled card to the card that did the attacking</p> <p>m. Half of the money remaining on the captured Groups' (round down) goes with the new owner and the rest is returned to the bank.</p> <p>n. Group which attacked may transfer any or all its money to the group it just captured.</p>
	<b>[Attack to Control]</b>	The attacking Group must have at least one outward-pointing arrow free

	<b>[Attack to Neutralize]</b>	Same as [Attack to Control] except: a. The target must be controlled by another player b. Attacker gains an additional +6 bonus c. Attacker does not need an open control arrow d. If attack succeeds, the target Group and any subordinates are placed in the “Uncontrolled Area” and all money goes to the bank.
	<b>[Attack to Destroy]</b>	Same as <b>[Attack to Control]</b> except use the power instead of resistance (Power-Power) . a. A group with Zero power cannot be destroyed except with Special Card “Whispering Campaign”
	<b>[Alignments List]</b>	Government – An arm of the U.S. government; its opposite is Communist. Communist – Inspired by the Soviets or Chinese or Albanians or somebody; its opposite is Government. Liberal – Politically “left,” whatever that means; its opposite is Conservative. Conservative – Usually mad at the Liberals; its opposite is Liberal. Peaceful – Philosophically opposed to the use of force; its opposite is Violent. Violent – Armed and/or dangerous; not necessarily vicious; its opposite is Peaceful. Straight – Socially middle-of-the-road; Middle American; its opposite is Weird. Weird – Peculiar, offbeat, notably different from the neighbors; its opposite is Straight. Criminal – Extorting money from citizens through force or threat, and/or breaking the law professionally; there is no opposite. Fanatic – Adhering to a limited system of beliefs in defiance of all others; any two Fanatic Groups are considered “opposite” to each other.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Whenever user plays the game	
<b>Channels to actors</b>		
<b>OPEN ISSUES</b>	n/a	

<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
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<b>USE CASE #12</b>	<b>Dropping Groups</b>	
<b>Goal in Context</b>	A player chooses to perform a free action	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Take 2 actions	
<b>Success End Condition</b>	A Group is removed from Power Structure and returned to an uncontrolled area.	
<b>Failed End Condition</b>	A Group is left at Power Structure	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Double click Illuminati: Remastered Icon	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User selects the power structure they want to remove a Group from.
	<b>2</b>	User right clicks on Group and select "Drop Group"
	<b>3</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Action</b>
	<b>2a</b>	Group is returned to the Neutral area.
	<b>2b</b>	
	<b>1c</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>n/a</b>
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	Medium	



<b>Performance</b>	5 seconds
<b>Frequency</b>	During a players turn
<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Riley Haldeman
<b>Create date</b>	3/29/20

<b>USE CASE #13</b>	<b>Aiding an Attack</b>	
<b>Goal in Context</b>	A player chooses to perform a free action	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Take 2 actions	
<b>Success End Condition</b>	Transferable Power is used to assist another group, aiding an attack	
<b>Failed End Condition</b>	No transferable power is used	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Double click Illuminati: Remastered Icon	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User selects the source of transferable power to be used as aid.
	<b>2</b>	User selects the destination of aid to be sent to.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Action</b>
	<b>2a</b>	Group is aided.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>n/a</b>
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	Medium	

<b>Performance</b>	5 seconds
<b>Frequency</b>	During a players turn
<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Riley Haldeman
<b>Create date</b>	3/29/20

<b>USE CASE #15</b>	<b>Using a special card</b>	
<b>Goal in Context</b>	A player chooses to perform a free action	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	User take 2 actions	
<b>Success End Condition</b>	Special card is used	
<b>Failed End Condition</b>	Special card is not used	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Double click Illuminati: Remastered Icon	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User selects special card from their possession
	<b>2</b>	User selects "use" option as long as it is not a bribery card
<b>EXTENSIONS</b>	<b>Step</b>	<b>Action</b>
	<b>2a</b>	n/a
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>n/a</b>
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	Medium	
<b>Performance</b>	5 seconds	

<b>Frequency</b>	During a players turn
<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/20
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Riley Haldeman
<b>Create date</b>	3/28/20

<b>USE CASE #16</b>	<b>Transfer money</b>	
<b>Goal in Context</b>	Money is transferred	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	It is the players turn to do an action	
<b>Success End Condition</b>	Money is transferred	
<b>Failed End Condition</b>	Money is not transferred	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	money	
<b>Trigger</b>	Transfer money button is clicked	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	Transfer money button is clicked
	<b>2</b>	
	<b>3</b>	
<b>EXTENSIONS</b>	<b>Step</b>	
	<b>1a</b>	
	<b>1b</b>	
	<b>1c</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	
<b>Priority:</b>	High	

<b>USE CASE #17</b>	<b>Refilling the uncontrolled area</b>	
<b>Goal in Context</b>	Refill the uncontrolled area	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Finish free turn	
<b>Success End Condition</b>	There will be card in the middle of the board	
<b>Failed End Condition</b>	There will be no cards	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	Card	
<b>Trigger</b>	Display Card button is pressed	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	if there are less than 2 uncontrolled Group
	<b>2</b>	If there's any Special cards
	<b>3</b>	
	<b>4</b>	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	draw cards until there are two uncontrolled Group
	<b>2a</b>	discard them
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	
<b>RELATED INFORMATION</b>	User Login	

<b>Priority:</b>	High
<b>Performance</b>	5 seconds
<b>Frequency</b>	Whenever user plays the game
<b>Channels to actors</b>	
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	03/29/2020
<b>...any other management information...</b>	n/a
<b>AUTHOR</b>	Minh Truong
<b>Create date</b>	3/29/20

<b>USE CASE #18</b>	<b>Win Game by Collecting Groups</b>	
<b>Goal in Context</b>	The game ends and one player wins	
<b>Scope &amp; Level</b>	Players	
<b>Preconditions</b>	Player must collect enough cards	
<b>Success End Condition</b>	Player wins	
<b>Failed End Condition</b>	Nobody wins	
<b>Primary Actors</b>	Player	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	A player collects enough group cards
	<b>2</b>	Win Game
	<b>3</b>	Game Over
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>

<b>RELATED INFORMATION</b>	Win Game	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Once per game	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/2020	
<b>AUTHOR</b>	Jimmy	
<b>Create Date</b>	03/29/2020	

<b>USE CASE #19</b>	<b>Win Game by Bavarian Illuminati Goal</b>	
<b>Goal in Context</b>	The game ends and one player wins	
<b>Scope &amp; Level</b>	Players	
<b>Preconditions</b>	Control Groups with a total power of 35 or more (including their own Power of 10)	
<b>Success End Condition</b>	Player wins	
<b>Failed End Condition</b>	Nobody wins	
<b>Primary Actors</b>	Player	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	Control Groups with a total power of 35 or more (including their own Power of 10)
	<b>2</b>	Win game
	<b>3</b>	Game over
<b>EXTENSIONS</b>	<b>Step</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	
<b>RELATED INFORMATION</b>	Win Game	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Once per game	

<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/2020
<b>AUTHOR</b>	Jimmy
<b>Create Date</b>	03/29/2020

<b>USE CASE #20</b>	<b>Win Game by Bermuda Triangle Goal</b>	
<b>Goal in Context</b>	The game ends and one player wins	
<b>Scope &amp; Level</b>	Players	
<b>Preconditions</b>	Control Groups with a total power of 35 or more (including their own Power of 10)	
<b>Success End Condition</b>	Player wins	
<b>Failed End Condition</b>	Nobody wins	
<b>Primary Actors</b>	Player	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments
	<b>2</b>	Win game
	<b>3</b>	Game over
<b>EXTENSIONS</b>	<b>Step</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	
<b>RELATED INFORMATION</b>	Win Game	
<b>Priority:</b>	High	

<b>Performance</b>	5 seconds
<b>Frequency</b>	Once per game
<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/2020
<b>AUTHOR</b>	Jimmy
<b>Create Date</b>	03/29/2020

<b>USE CASE #21</b>	<b>Win Game by Discordian Society Goal</b>	
<b>Goal in Context</b>	The game ends and one player wins	
<b>Scope &amp; Level</b>	Players	
<b>Preconditions</b>	Control five Weird Groups	
<b>Success End Condition</b>	Player wins	
<b>Failed End Condition</b>	Nobody wins	
<b>Primary Actors</b>	Player	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	Control five Weird Groups
	<b>2</b>	Win game
	<b>3</b>	Game over
<b>EXTENSIONS</b>	<b>Step</b>	
<b>SUB-VARIATIONS</b>	<b>Step</b>	
<b>RELATED INFORMATION</b>	Win Game	



<b>Priority:</b>	High
<b>Performance</b>	5 seconds
<b>Frequency</b>	Once per game
<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/2020
<b>AUTHOR</b>	Jimmy
<b>Create Date</b>	03/29/2020

<b>USE CASE #22</b>	<b>Win Game by Gnomes of Zurich Goal</b>	
<b>Goal in Context</b>	The game ends and one player wins	
<b>Scope &amp; Level</b>	Players	
<b>Preconditions</b>	Collect 150 megabucks (in the whole Power Structure's treasuries).	
<b>Success End Condition</b>	Player wins	
<b>Failed End Condition</b>	Nobody wins	
<b>Primary Actors</b>	Player	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	Collect 150 megabucks (in the whole Power Structure's treasuries).
	<b>2</b>	Win Game
	<b>3</b>	Game Over
<b>EXTENSIONS</b>	<b>Step</b>	
	<b>3a</b>	Game exits to main menu
<b>SUB-VARIATIONS</b>	<b>Step</b>	
<b>RELATED INFORMATION</b>	Win Game	

<b>Priority:</b>	High
<b>Performance</b>	5 seconds
<b>Frequency</b>	Once per game
<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	05/08/2020
<b>AUTHOR</b>	Jimmy
<b>Create Date</b>	03/29/2020

<b>USE CASE #23</b>	<b>Win Game byThe Network Goal</b>	
<b>Goal in Context</b>	The game ends and one player wins	
<b>Scope &amp; Level</b>	Players	
<b>Preconditions</b>	Control Groups with a total Transferable Power of 25 (including their own 7).	
<b>Success End Condition</b>	Player wins	
<b>Failed End Condition</b>	Nobody wins	
<b>Primary Actors</b>	Player	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	Control Groups with a total Transferable Power of 25 (including their own 7).
	<b>2</b>	Win Game
	<b>3</b>	Game Over
<b>EXTENSIONS</b>	<b>Step</b>	
	<b>3a</b>	Game exits to main menu
<b>SUB-VARIATIONS</b>	<b>Step</b>	
<b>RELATED INFORMATION</b>	Win Game	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Once per game	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	

<b>Due Date</b>	05/08/2020
<b>AUTHOR</b>	Jimmy
<b>Create Date</b>	03/29/2020

<b>USE CASE #24</b>	<b>Win Game by Servants of Cthulhu</b>	
<b>Goal in Context</b>	The game ends and one player wins	
<b>Scope &amp; Level</b>	Players	
<b>Preconditions</b>	Destroy eight Groups.	
<b>Success End Condition</b>	Player wins	
<b>Failed End Condition</b>	Nobody wins	
<b>Primary Actors</b>	Player	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	. Destroy eight Groups.
	<b>2</b>	Win Game
	<b>3</b>	Game Over
<b>EXTENSIONS</b>	<b>Step</b>	
	<b>3a</b>	Game exits to the menu
<b>SUB-VARIATIONS</b>	<b>Step</b>	
<b>RELATED INFORMATION</b>	Win Game	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Once per game	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/2020	
<b>AUTHOR</b>	Jimmy	
<b>Create Date</b>	03/29/2020	

<b>USE CASE #25</b>	<b>Win Game by Society of Assassins Goal</b>
<b>Goal in Context</b>	The game ends and one player wins

<b>Scope &amp; Level</b>	Players	
<b>Preconditions</b>	Control six Violent Groups.	
<b>Success End Condition</b>	Player wins	
<b>Failed End Condition</b>	Nobody wins	
<b>Primary Actors</b>	Player	
<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	Control six Violent Groups.
	<b>2</b>	Win Game
	<b>3</b>	Game Over
<b>EXTENSIONS</b>	<b>Step</b>	
	<b>3a</b>	Game exits to main menu
<b>SUB-VARIATIONS</b>	<b>Step</b>	
	<b>n/a</b>	n/a
<b>RELATED INFORMATION</b>	Win Game	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Once per game	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/2020	
<b>AUTHOR</b>	Jimmy	
<b>Create Date</b>	03/29/2020	

<b>USE CASE #26</b>	<b>Win Game by UFOs Goal</b>
<b>Goal in Context</b>	The game ends and one player wins by finishing the goal that they had picked at the beginning of the game
<b>Scope &amp; Level</b>	Players
<b>Preconditions</b>	The game ends and one player wins by finishing the goal that they had picked at the beginning of the game
<b>Success End Condition</b>	Player wins
<b>Failed End Condition</b>	Nobody wins
<b>Primary Actors</b>	Player

<b>Secondary Actors</b>	n/a	
<b>Trigger</b>	Player collects enough Groups	
<b>DESCRIPTION</b>	<b>Step</b>	
	<b>1</b>	The game ends and one player wins by finishing the goal that they had picked at the beginning of the game
	<b>2</b>	Win Game
	<b>3</b>	Game over
<b>EXTENSIONS</b>	<b>Step</b>	
	<b>3a</b>	Game exits to main menu
<b>SUB-VARIATIONS</b>	<b>Step</b>	
<b>RELATED INFORMATION</b>	Win Game	
<b>Priority:</b>	High	
<b>Performance</b>	5 seconds	
<b>Frequency</b>	Once per game	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	05/08/2020	
<b>AUTHOR</b>	Jimmy	
<b>Create Date</b>	03/29/2020	