

## Use Cases for Assessment 4

### Use Case 1: The user receives and plays a punishment card

- Primary Actor: Player1
- Supporting Actors: Player2, Player3(optional), Player4(optional), Neutral Player
- Precondition: Players have set up and are running the game on their computer
- Trigger: Player1 captures a sector
- Main Success Scenario:
  1. The system decides to give Player1 a punishment card
  2. The game tells Player1 that they have received a punishment card
  3. Player1 can now see a small representation of the card visible in the top right corner of their screen in 'deck' section of the game screen
  4. Player1 moves their mouse and clicks on the on the representation of the card in the top right corner
  5. The game displays the card(s) that Player1 possesses in a larger, readable format in the centre of the game screen
  6. The player then clicks on the card
  7. Player1 then selects, from a menu over the card, which other player to enact the card's effects on
  8. Player1's cards are removed from the view in the middle of the screen and the card that Player1 selected is removed from Player1's 'deck'
- Secondary Scenarios:
  - 1.1. The system decides not to give Player1 a punishment card (due to the random chance of receiving a card on capturing a sector)
  - 7.1. If the card takes immediate effect (certain cards do not require Player1 to select an enemy).
- Success Postcondition: Player1 gains the advantages of playing the punishment card

## Use Case 2: The user receives and uses a postgraduate unit

- Primary Actor: Player1
- Supporting Actors: Player2, Player3(optional), Player4(optional), Neutral Player
- Precondition: Players have set up and are running the game on their computer
- Trigger: Player1 has previously captured a sector which provides a postgraduate unit and is entering their allocation phase
- Main Success Scenario:
  1. The system allocates Player1 a postgraduate unit and the allocation phase of Player1's turn starts
  2. Player1 chooses the sector to place the postgraduate unit on
  3. Player1 ends the allocation phase of their turn
  4. Player1 chooses to attack another sector from the sector they placed their postgraduate on
  5. The system presents Player1 with the choice between attacking using the postgraduate or undergraduates on this sector
  6. Player1 uses the postgraduate unit, which takes no damage on attacking, to attack the sector
  7. Player1 successfully attacks and claims the sector
- Secondary Scenarios:
  - 2.1. Player1 chooses not to place the postgraduate unit this turn
  - 4.1-7.1. Player1 Chooses not to attack the other sector
  - 6.1. Player1 chooses to use their undergraduate units in the attack instead
  - 7.1. Player1 does not do significant enough damage and fails to claim the sector
- Success Postcondition: Player1 has successfully used the postgraduate unit and experienced the difference of using postgraduate units as opposed to the undergraduate units.