Use Case Diagram Description

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| ID: | Label: Special |
| Pre­conditions | Player must not be knocked out  Player must not be dead  Must be Players turn |
| Main Flow | Player must collect a Search card, Shop Item card, or Relic card  Player will then have the ability to use this card straight away. |
| Sub Flows | Play may have collected a card on a previous move  Player may activate the card on any turn of his/hers in the future to benefit the player. |
| Alternative Flows | Player can collect many different types of cards which will lead to many alternative flows  e.g. collecting an ‘attack now’ will allow the player to attack any opponent within range during this turn and will lead to the use case of ‘Attack’ |
| Special  Requirements | Fatigue on special card must not exceed stamina |