Use Case Diagram Description

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| ID: 001 | Label: Move |
| Pre­conditions | Must be the players turn  Must not be knocked out  Must not be dead |
| Main Flow | Move number of tiles on hero card no more than speed. |
| Sub Flows | If on water   * Costs 2 points of movement to move   If on lava   * Take one damage   If ends turn in lava   * Hero/monster dies |
| Alternative Flows | The hero can move more than their stamina in one move by taking a fatigue point for every tile they move across. |
| Special  Requirements | N/A |

Use Case Diagram Description

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| --- | --- |
| ID: 002 | Label: Attack |
| Pre­conditions | Must have an enemy in the hero’s line of site.  Must be in an adjacent tile to an enemy. (For ranged attack)  Player must not be knocked out  Player must not be dead |
| Main Flow | Depending on the heroes starting equipment, dice are rolled, one for the enemy defence and one for the heroes attack. |
| Sub Flows | If the attack is higher than the defence then the difference is dealt in damage to the monster/hero being attacked. If the defence is higher then there is no damage dealt. |
| Alternative Flows | If ranged, then the enemy must be in the hero’s line of site.  The line of site is determined by going from one corner of the hero’s current tile to the corner of the enemy’s. Providing this line does not cross a blocked tile then the character can see the enemy.  If an enemy is in the line of site then the hero must roll one of their dice which will be ranged, providing this number is greater than or equal to the number of tiles which the target is away then they will have the opportunity to deal damage. |
| Special  Requirements | Hero equipment must be suited to the attack type, for example a hero with a melee weapon cannot do a ranged attack. |

Use Case Diagram Description

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| --- | --- |
| ID: 003 | Label: Revive |
| Pre­conditions | Hero must 0 health and be knocked out  Must have another hero in the adjacent tile |
| Main Flow | The alive hero will choose to revive a hero when they are knocked out. |
| Sub Flows | This will consume one action for that hero.  This will also restore all health for the other hero. |
| Alternative Flows | N/A |
| Special  Requirements | N/A |

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| --- | --- |
| ID: 004 | Label: Use a skill |
| Pre­conditions | * Players turn * Collect skill point on map * Player must not be knocked out * Player must not be dead |
| Main Flow | Hero performs a skill listed on his class card |
| Sub Flows | Fatigue will apply when skill is used |
| Alternative Flows | N/A |
| Special  Requirements | * The hero cannot suffer fatigue that would exceed his stamina * If a hero has already suffered fatigue equal to his stamina or the skill would cause him to suffer more fatigue than his Stamina allows he cannot use the skill until he recovers enough fatigue |

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| ID: 005 | Label: Open or close a door |
| Pre­conditions | * Players turn * Need to be adjacent to the door * Player must not be knocked out * Player must not be dead |
| Main Flow | Open or close the door. |
| Sub Flows | Players cannot move or trace line of sight through doors. |
| Alternative Flows | N/A |
| Special  Requirements | * Door may be locker or otherwise sealed in a unique way and cannot be opened normally dependent on the quest. |

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| ID: 006 | Label: Stand up |
| Pre­conditions | * Players turn * Hero needs to be knocked out * Player needs to not be dead |
| Main Flow | - Player rolls two red power dice  - Recovers damage equal to the (heart) rolled  - Recovers fatigue equal to the (lightning) rolled  - Replace hero token with figure |
| Sub Flows | N/A |
| Alternative Flows | N/A |
| Special  Requirements | * If another hero figure occupies the space containing the hero token, the standing figure is placed in the closest empty space. |

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| ID: 007 | Label: Rest |
| Pre­conditions | * Players turn * Player must not be knocked out * Player must not be dead |
| Main Flow | - Player loses all fatigue points |
| Sub Flows | Player cannot perform any other actions. |
| Alternative Flows | N/A |
| Special  Requirements | * Player must have at least one fatigue point |

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| --- | --- |
| ID: 008 | Label: Loot |
| Pre­conditions | * Must be players turn * Player must not be knocked out * Player must not be dead |
| Main Flow | * Player will move onto search Token * Player will pick up an appropriate search card * Player will face search card faced up * Player will discard card |
| Sub Flows | * Player will gain an ability from search card * Player may want to use search card straight away * This will open another use case for all possible abilities. |
| Alternative Flows | * Player will pick up an appropriate search card * Player will move off search Token |
| Special  Requirements | * Player must be standing over a search token |

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| ID: 009 | 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 |