Pre-Game Use Cases
for
Illuminati The Game of Conspiracy

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Use Case #1 Start Welcome Screen

USE CASE # 1	Start Welcome Screen	
Goal in Context	Player selects a new game or quit the game. As well as, including a welcome screen song	
Scope & Level	Only the behavior of this use case's response is considered	
Preconditions	User has executed ITGCA.	
Success End Condition	A new game has started or the application is closed.	
Failed End Condition	User wants to start a new game, but application closes, or user is unable to close the application.	
Primary Actors	Application User	
Secondary Actors		
Trigger	Opening ITGCA	
DESCRIPTION	Step	Action
	1	Open ITGCA.jar
	2	Welcome screen pops up

	3	Welcome screen theme plays in background
	4	Option 1: New Game
	5	Option 2: Quit Application
EXTENSIONS	Step	Branching Action
	4a	Execution of the game.
	5a	Termination of the application
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Welcome Screen	
Priority:	High priority for Welcome Screen because it debuts the option on whether the game is being played or not.	
Performance	Time it takes for the user to choose an option	
Frequency	Happens every application start-up	
Channels to actors	Requires user to interact with an action choice	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	

...any other management information...	none
Superordinates	none
Subordinates	none
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Use Case #2 Play No. Selection

USE CASE # 2	Player No. Selection
Goal in Context	Player chooses a number of players to play in the game.
Scope & Level	Only the behavior of this use case's response is considered.
Preconditions	User has started the game through the Welcome Screen.
Success End Condition	Number of players used for the game match number of players selected.
Failed End Condition	Number of players used for the game does not match the number of players selected.
Primary Actors	Application User

Trigger	Start new game selected from Welcome Screen.	
DESCRIPTION	Step	Action
	1	Start new game selected from Welcome Screen
	2	Select Number of players
	3	Confirm number of players
	4	Screen updates with Player Name Selection Use Case action
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Player No. Selection	
Priority:	High priority for game because it determines the amount of players to play in the game.	
Performance	Time it takes for the user to choose an option.	
Frequency	Happens every new game started.	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	Wait time for user response.	

Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
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Use Case #3 Player Name Selection

USE CASE # 3	Player Name Selection
Goal in Context	Player types in a name for each player to play in the game.
Scope & Level	Only the behavior of this use case's response is considered.
Preconditions	User has chosen a number of players in Player No. Selection Screen
Success End Condition	Names are assigned and saved to correct player
Failed End Condition	User's chosen name was not correctly assigned
Primary Actors	Application Users

Secondary Actors	None	
Trigger	Number of Players Screen's save button is selected	
DESCRIPTION	Step	Action
	1	Before continuing to play a new game, add player name.
	2	Type name for players
	3	Save button is selected
	4	Screen updates with Group Selection Screen Use Case action
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
	1	User does not enter a name and a default name is given
RELATED INFORMATION	Player Name Selection	
Priority:	Low priority for game because it isn't heavily gameplay related	
Performance	Time it takes for the user to choose an option	
Frequency	Happens every application start-up	

Channels to actors	Requires user to interact with an action choice
OPEN ISSUES	Wait time for user response
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
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Use Case #4 Player picks player icon

USE CASE # 4	Player picks player icon	
Goal in Context	Each player will be able to choose their player icon to be associated with the entire game.	
Scope & Level	Only the behavior of this use case's response is considered.	
Preconditions	Save button in Player Name Selection Screen is selected	
Success End Condition	Each player is assigned a player icon	
Failed End Condition	If the player decides to click save without picking a player icon, the game will ask the user to pick a player icon before proceeding.	
Primary Actors	Application Users	
Secondary Actors	System	
Trigger	Save button in Player Name Selection Screen is selected	
DESCRIPTION	Step	Action
	1	Player name is already chosen.
	2	Player will choose their player icon

	3	System will show other players of their chosen Player Icon
	5	Repeat steps 2 to 3 until all players have a Player Icon
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Player picks Illuminati card	
Priority:	High priority for game because it isn't heavily gameplay related.	
Performance	Time it takes for the user to click Receive Group button	
Frequency	Happens every application start-up	
Channels to actors	Requires user to interact with button	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	
...any other management information...	none	
Superordinates	none	
Subordinates	none	
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Use Case #5 Change Music

USE CASE # 5	Change Music	
Goal in Context	The players can change the music of the background	
Scope & Level	Only this use case's behavior is considered	
Preconditions	None	
Success End Condition	Music will change to the new music	
Failed End Condition	Music does not change to selected	
Primary Actors	System	
Secondary Actors	None	
Trigger	Save button in Player Icon Selection Screen is selected	
DESCRIPTION	Step	Action
	1	Player will choose their background music
EXTENSIONS	Step	Branching Action

SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Change music	
Priority:	High priority for game because it isn't heavily gameplay related.	
Performance	Time it takes for the user to click Receive Group button	
Frequency	Happens every application start-up	
Channels to actors	Requires user to interact with button	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	
...any other management information...	none	
Superordinates	none	
Subordinates	none	
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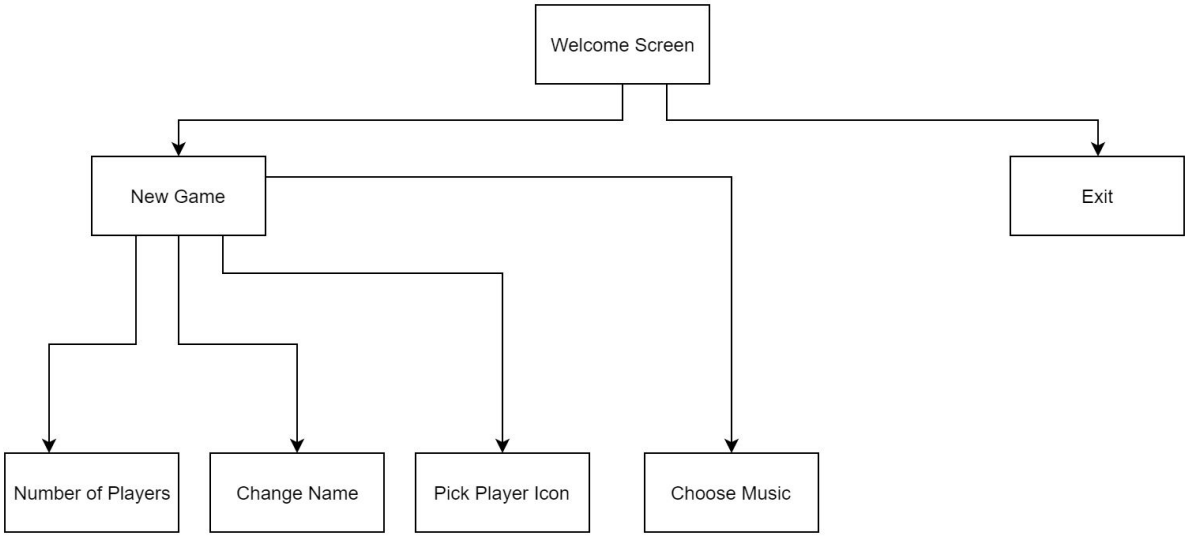
UML for Pre-Game Use Cases



Use Case #5 Player Picks Illuminati Card

USE CASE # 5	Player Picks Illuminati Card
Goal in Context	Each player will need to randomly chooses 1 of the 8 Illuminati cards. Any Illuminati card that is not chosen will be removed from the game.
Scope & Level	Only the behavior of this use case's response is considered.
Preconditions	Save button in Player Name Selection Screen is selected
Success End Condition	Each player is assigned a Group
Failed End Condition	If the player decides to click save without picking an illuminati card, the game will ask the user to pick a card before proceeding.
Primary Actors	Application Users

Secondary Actors	System	
Trigger	Save button in Player Name Selection Screen is selected	
DESCRIPTION	Step	Action
	1	Player name is already chosen.
	2	System will choose their Illuminati card after Get Group button is pressed
	3	System will show other players of their chosen Illuminati organization.
	4	Last chosen Illuminati card is taken out of play.
	5	Repeat steps 2 to 4 until all players have an Illuminati card.
	6	The other Illuminati card that were not chosen will be removed from the game.
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Player picks Illuminati card	
Priority:	High priority for game because it isn't heavily gameplay related.	
Performance	Time it takes for the user to click Receive Group button	
Frequency	Happens every application start-up	
Channels to actors	Requires user to interact with button	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	

...any other management information...	none
Superordinates	none
Subordinates	none
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Use Case #6 Shuffle Deck

USE CASE # 6	Shuffle Deck
Goal in Context	To shuffle the deck
Scope & Level	Only the behavior of this use case's response is considered.
Preconditions	All players receive appropriate income.
Success End Condition	Deck is shuffled.

Failed End Condition	Deck is not shuffled.	
Primary Actors	System	
Secondary Actors	None	
Trigger	Turn Based Ordering, Chosen Illuminati Card, Income Distribution screen should be completed before continuing.	
DESCRIPTION	Step	Action
	1	Trigger
	2	Deck is shuffled
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	The deck is shuffled randomly	
Priority:	High because used for game logic	
Performance	Quickly calculated and assigned	
Frequency	Happens only once after the Illuminati card is chosen for each user.	
Channels to actors	Receive a shuffled deck for the start of the game.	

OPEN ISSUES	none
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
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Use Case #7 Determine Player Order

USE CASE # 7	Determine Player Order	
Goal in Context	Determine an order for which players will play	
Scope & Level	the behavior of Die Roll use case's response is considered for run logic	
Preconditions	Determine Player Organization "Use" is completed	
Success End Condition	Players are correctly ordered	
Failed End Condition	In-game player ordering is not accurate	
Primary Actors	User	
Secondary Actors	System	
Trigger	Determine Player Organization "Use" is completed	
DESCRIPTION	Step	Action
	1	Determine Player Organization "Use" is completed
	2	Player selects roll die button
	3	System rolls die and displays number
	4	Repeat steps 2-3 until all players rolled
	5	System determines order of players based on rolls
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
	1	If player ties with another player, they are required to roll again between each other to determine order

RELATED INFORMATION	Determine Player Order
Priority:	High as it is required for a turn phase in the game
Performance	High performance so that the dice rolls can be random and compared to other player's rolls.
Frequency	The player order will only be determined once at the beginning of the game.
Channels to actors	User interacts with dice roll button.
OPEN ISSUES	Players can receive the same dice value.
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
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Use Case #8 Collect Income

USE CASE # 8	Collect Income
Goal in Context	Deposit income from the bank on the Group's card
Scope & Level	Only the behavior of this use case's response is considered
Preconditions	Enter start of a game phase
Success End Condition	Income is correctly distributed
Failed End Condition	Income is incorrectly distributed or fails
Primary Actors	System

Secondary Actors		
Trigger	Start of a player's turn is commenced	
DESCRIPTION	Step	Action
	1	Start of a player's turn is commenced
	2	System generates income amount
	3	System adds income amount onto the group's card
	4	
	5	
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Collect Income	
Priority:	High because it affects gameplay	
Performance	Quickly does the task	
Frequency	Happens frequently.(Every turn phase)	
Channels to actors	Needs access to group's card	
OPEN ISSUES	None	
Due Date	TBA	
...any other management information...	none	
Superordinates	none	
Subordinates	none	
AUTHOR	Lazy Gaming	

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Use Case #9 Draw Card

USE CASE # 9	Draw Card	
Goal in Context	Draw a card from a deck	
Scope & Level	Only the behavior of this use case's response is considered	
Preconditions	Income is distributed on player's turn	
Success End Condition	If card is correctly taken out of the deck	
Failed End Condition	Card is not taken out of the deck or the action(face-up/face-down) after a drawn card is taken is incorrect	
Primary Actors	system	
Secondary Actors	User	
Trigger	Step 1 in the Sequence of Play(turn phase sequence) is completed	
DESCRIPTION	Step	Action
	1	Step 1 in the sequence of play is completed
	2	System draws a card from the deck
	3	Option 1: System gives user a group card
	4	Option 2:System gives user a special card
EXTENSIONS	Step	Branching Action
	2a	System displays card face up on board

	3a	User displays the card face-up or face-down
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Draw Card	
Priority:	High because used heavily in gameplay	
Performance	Time it takes for the user to choose an option	
Frequency	Happens every turn phase	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	
...any other management information...	none	
Superordinates	none	
Subordinates	none	
AUTHOR	Lazy Gaming	
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Use Case #10 Take two “actions”

USE CASE # 10	Take two “actions”
Goal in Context	User selection of 2 choices is taken
Scope & Level	Only the behavior of this use case’s response is considered
Preconditions	Step 2 in Sequence of Play(turn phase sequence) is completed
Success End Condition	2 actions are selected and executed

Failed End Condition	User does not have 2 registered selections, incorrect selections are registered, or selections are not executed	
Primary Actors	User	
Secondary Actors	System	
Trigger	Step 2 in Sequence of Play is completed	
DESCRIPTION	Step	Action
	1	Step 2 in Sequence of Play is completed
	2	System prompts user with 2 drop down menus for action selection
	3	User chooses 2 and clicks “ok” button
	4	System registers selection and commences both of the actions
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION	Take two “actions”	
Priority:	High since gameplay heavily relies on this action	
Performance	Time it takes for the user to choose an option	
Frequency	Happens every turn phase	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	
...any other management information...	none	

Superordinates	none
Subordinates	none
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Use Case #11 Actions: Choosing Attack

USE CASE # 11	Actions: Choosing Attack	
Goal in Context	Pick between 3 attack choices and commence attack	
Scope & Level	Only the behavior of this use case's response is considered	
Preconditions	Within the step 3 phase of Sequence of Play(turn phase sequence) and chosen to be executed	
Success End Condition	Correct attack choice is executed	
Failed End Condition	Incorrect attack choice is executed or not at all	
Primary Actors	User	
Secondary Actors	System	
Trigger	Is chosen and called upon in "picking two free actions"	
DESCRIPTION	Step	Action
	1	Is chosen and called upon in "picking two free actions"
	2	System gives the player 3 choices: control, neutralize, or destroy

	3	User chooses an option from the drop-down menu and click “ok” button
	4	System calls upon the attack action
	5	
	6	
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Actions:Attack	
Priority:	High since gameplay heavily relies on this action	
Performance	Time it takes for the user to choose an option	
Frequency	May happen every turn phase	
Channels to actors	Requires user to interact with an attack action choice.	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	
...any other management information...	none	
Superordinates	none	
Subordinates	none	
AUTHOR	Lazy Gaming	
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Use Case #12 Actions: Transfer Money

USE CASE # 12	Actions: Transfer Money

Goal in Context	A Group, as an action, transfers any of its money to an adjacent Group	
Scope & Level	Only the behavior of this use case's response is considered	
Preconditions	Is chosen in step 3 in Sequence of Play(turn phase)	
Success End Condition	Correct amount of money is successfully transferred over	
Failed End Condition	incorrect amount of money is successfully transferred over or not at all	
Primary Actors	User	
Secondary Actors	system	
Trigger	Is chosen and called upon in "picking two free actions"	
DESCRIPTION	Step	Action
	1	Is chosen and called upon in "picking two free actions"
	2	User enters amount to transfer and who to transfer
	3	System transfers amount to the target
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Actions:Transfer Money	
Priority:	High since gameplay heavily relies on this action	
Performance	Time it takes for the user to choose an option	
Frequency	May happen every turn phase	

Channels to actors	Requires user to interact with an attack action choice.
OPEN ISSUES	Wait time for user response
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
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Use Case #13 Actions: Moving a Group

USE CASE # 13	Actions: Moving a Group
Goal in Context	A player, as an action, reorganizes his Power Structure by moving a Group to a vacant outgoing control arrow
Scope & Level	Only the behavior of this use case's response is considered
Preconditions	Within the step 3 phase of Sequence of Play(turn phase sequence) and chosen to be executed
Success End Condition	Correct group is moved to a correct position
Failed End Condition	Incorrect group is moved or moved to incorrect position
Primary Actors	User
Secondary Actors	System

Trigger	Is chosen and called upon in “picking two free actions”	
DESCRIPTION	Step	Action
	1	User chooses a group and a location
	2	System moves selected group to location
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Actions: Moving a Group	
Priority:	High since gameplay heavily relies on this action	
Performance	Time it takes for the user to choose an option	
Frequency	May happen every turn phase	
Channels to actors	Requires user to interact with a choice.	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	
...any other management information...	none	
Superordinates	none	
Subordinates	none	
AUTHOR	Lazy Gaming	
Create date	6/11/2019	

Use Case #14 Take any “free actions”

USE CASE # 14	Take any “free actions”

Goal in Context	User selects a choice from a list of choices is taken	
Scope & Level	Only the behavior of this use case's response is considered	
Preconditions	Step 2 in Sequence of Play(turn phase sequence) is completed	
Success End Condition	User has registered a selection and correct registered selection is executed	
Failed End Condition	User has no registered selection or incorrect registered selection is executed	
Primary Actors	User	
Secondary Actors	System	
Trigger	Free actions may be taken before, between, or after a player's regular two actions. Thus after step 2 in Sequence of Play	
DESCRIPTION	Step	Action
	1	User selects to use "free actions"
	2	System executes selected free action
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Take any "free actions"	
Priority:	High since gameplay heavily relies on this action	
Performance	Time it takes for the user to choose an option	
Frequency	Happens every turn phase	
Channels to actors	Requires user to interact with a choice.	
OPEN ISSUES	Wait time for user response	

Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
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Use Case #15 Free Actions: Dropping Groups

USE CASE # 15	Free Actions: Dropping Groups
Goal in Context	A group is removed by player from their Power Structure and added back to the uncontrolled area.
Scope & Level	Only the behavior of this use case's response is considered.
Preconditions	It must be during the current player's turn phase.
Success End Condition	The player removes the group from their Power Structure. The removed card is then added to the uncontrolled area.
Failed End Condition	The player did not remove the group from their Power Structure. The card remains in the player's Power Structure instead of the uncontrolled area.
Primary Actors	Game user

Secondary Actors	None	
Trigger	The player no longer wants the group in their Power Structure.	
DESCRIPTION	Step	Action
	1	The player no longer wants the group in their Power Structure.
	2	The player returns the group to the uncontrolled area.
	3	Puppets of the group must also become uncontrolled.
EXTENSIONS	Step	Branching Action
	1a	The player's Power Structure slots are full.
	1b	The player wants to exchange the group in their power structure with another one.
	1c	The player does not like the group in their Power Structure.
SUB-VARIATIONS	Step	Branching Action
	1	The player exchanges the group in their Power Structure with an uncontrolled group.
	2	The player removes a group from their Power Structure without replacing it.
RELATED INFORMATION	Free Actions: Dropping a group	

Priority:	Medium priority because the player is not required to drop a group during their turn.
Performance	Dropping a group will depend on the user deciding which group the player wants to drop.
Frequency	Whenever it is the player's turn.
Channels to actors	This will be interactive with the user giving the user the ability to choose which groups are in their Power Structure.
OPEN ISSUES	The user tries to drop a group from their Power Structure when they do not have a group in the slot.
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
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Use Case #16 Free Actions: Aiding an Attack

USE CASE # 16	Free Actions: Aiding an attack	
Goal in Context	Using Transferable Power to assist another group.	
Scope & Level	Only the behavior of this use case's response is considered.	
Preconditions	An organization is attacking a group.	
Success End Condition	Player assisted another group in an attack	
Failed End Condition	Player did not assist another group in an attack.	
Primary Actors	Game user.	
Trigger	Another organization is attacking a group.	
DESCRIPTION	Step	Action

	1	Another organization is attack a group.
	2	The player chooses to aid the attack.
EXTENSIONS	Step	Branching Action
	2a	The attack is successful
	2b	The attack is not successful
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Free Actions: Aiding an Attack	
Priority:	Medium because the play can choose to aid or not to aid an attack.	
Performance	The performance will be based on the user's decision to aid an attack or not.	
Frequency	The frequency will be whenever an attack against a group occurs.	
Channels to actors	This will be interactive and allow the user to aid other organizations on attacks.	
OPEN ISSUES	The aided attack does not count towards player's objectives.	
Due Date	TBA	
...any other management information...	None	

Superordinates	None
Subordinates	None
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Use Case #17 Free Actions: Giving away a Special card or money

USE CASE # 17	Free Actions: Giving away a Special card or money	
Goal in Context	Money or special card is transferred from one Illuminati organization to another.	
Scope & Level	Only the behavior of this use case's response is considered.	
Preconditions	Player wants to give away a special card or money to another player.	
Success End Condition	A special card or money is transferred to desired player.	
Failed End Condition	Special card or money is not transferred to desired player.	
Primary Actors	Game user	
Secondary Actors	Other player(s)	
Trigger	Player wants to give special card or money to another player.	
DESCRIPTION	Step	Action
	1	Player wants to give special card or money to another player.
	2	Special card or money is transferred.

EXTENSIONS	Step	Branching Action
	1a	Player wants to give special card to another player
	1b	Player wants to give money to another player
SUB-VARIATIONS	Step	Branching Action
	1	Player receivers special card from another player
	2	Player transfers money to another player through Illuminati treasuries.
RELATED INFORMATION	Free Actions: Giving away a special card or money	
Priority:	Medium because a player can choose to give a special card or money to another player.	
Performance	The performance will be based on the	
Frequency	This will happen anytime that two players negotiate.	
Channels to actors	This will be interactive with the user giving them the choice to make transactions with other players.	
OPEN ISSUES	Giving special card or money can be done at any time so the application might not be able to make the action occur at the appropriate time and chose game order over the transaction.	
Due Date	TBA	

...any other management information...	none
Superordinates	none
Subordinates	none
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Use Case #18 Free Actions: Using a Special Card

USE CASE # 18	Free Actions: Using a Special Card	
Goal in Context	The player is able to use a special card during their turn.	
Scope & Level	Only the behavior of this use case's response is considered.	
Preconditions	It must be during the current player's turn phase.	
Success End Condition	The special card's effect is activated.	
Failed End Condition	The special card's effect is not activated.	
Primary Actors	Game user	
Secondary Actors	None	
Trigger	The user has a special card that they can use during their turn.	
DESCRIPTION	Step	Action
	1	During the player's turn, they choose to play a special card.
	2	Special card instructions are followed.

EXTENSIONS	Step	Branching Action
	1a	*Bribery* card is used.
SUB-VARIATIONS	Step	Branching Action
	1	Bribery card is considered regular action.
RELATED INFORMATION	Free Action: Using a special card	
Priority:	Medium because the user chooses to play a special card if they have one.	
Performance	The performance will be based on the user's choice to play the special card.	
Frequency	This will occur when the user chooses to play a special card on their turn.	
Channels to actors	This will be interactive and give the user the option to play their special card, then follow the instructions of the special card.	
OPEN ISSUES	The user's special card is unable to perform the instructions listed on the card.	
Due Date	TBA	
...any other management information...	none	
Superordinates	none	
Subordinates	none	

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Use Case #19 Special-power actions

USE CASE # 19	Special-power actions
Goal in Context	Based on the player's Illuminati organization, a special power action occurs.
Scope & Level	Only the behavior of this use case's response is considered.
Preconditions	It must be during the current player's turn phase.
Success End Condition	The Illuminati organization's special power is activated.
Failed End Condition	The Illuminati organization's special power is not activated.
Primary Actors	System
Secondary Actors	None
Trigger	It must be the player's turn and the player must either be the Gnomes of Zurich or the Bermuda Triangle organization.

DESCRIPTION	Step	Action
	1	During the player's turn, they check which Illuminati organization they are.
	2	Based on their organization, a special power is activated.
EXTENSIONS	Step	Branching Action
	2a	The player's organization is the Gnomes of Zurich.
	2b	The player's organization is the Bermuda Triangle
SUB-VARIATIONS	Step	Branching Action
	1	The Gnomes of Zurich may redistribute their money between treasuries.
	2	The Bermuda Triangle may reorganize their Power Structure.
RELATED INFORMATION	Special-power activation	
Priority:	Medium because the player may or may not be one of the two organizations.	
Performance	The performance will be based on checking the player's Illuminati card and then activating the special power.	
Frequency	This will happen on the turn of players with the Gnomes of Zurich or Bermuda Triangle organization card.	

Channels to actors	This will all be done by the system. The system will check the player's organization and activate the correct special power.
OPEN ISSUES	The system will perform the special power without the user knowing what is happening with the game.
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

Use Case #20 Add targets

USE CASE # 20	Add targets	
Goal in Context	Groups are added to the uncontrolled groups area until there are 2.	
Scope & Level	Only the behavior of this use case's response is considered.	
Preconditions	There are less than 2 groups in the uncontrolled groups area.	
Success End Condition	There are 2 groups in the uncontrolled group area.	
Failed End Condition	There are less than 2 groups in the uncontrolled groups area.	
Primary Actors	Game user	
Secondary Actors	None	
Trigger	The uncontrolled area has less than 2 groups.	
DESCRIPTION	Step	Action
	1	The uncontrolled area has less than 2 groups.

	2	Player draws cards and adds the card into the uncontrolled area until there are 2 uncontrolled groups.
EXTENSIONS	Step	Branching Action
	2a	Special card is drawn.
SUB-VARIATIONS	Step	Branching Action
	1	Special card is discarded.
RELATED INFORMATION	Add targets	
Priority:	The priority will be high because this happens at the end of every turn. Before the next person's turn can begin, there must be 2 groups in the uncontrolled area.	
Performance	The performance will be based on how long it takes to put 2 groups in the uncontrolled area.	
Frequency	This will happen at the end of a player's turn when the uncontrolled area has less than 2 groups.	
Channels to actors	This will be interactive with the user, having the user draw until there are 2 groups in the uncontrolled area.	
OPEN ISSUES	There will be an issue if the user continues to draw until there are no cards left in the deck.	
Due Date	TBA	
...any other management information...	none	

Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

Use Case #21 Illuminati Card: The UFOs

USE CASE # 21	Illuminati Card: The UFOs
Goal in Context	Achieve one of the seven goals set by user at the beginning of the game.
Scope & Level	Only the behavior of this use case's response is considered.
Preconditions	It must be during the current player's turn phase.

Success End Condition	The user accomplishes the goal they chose for the UFO organization.	
Failed End Condition	The user was not able to accomplish the goal they chose for the UFO organization.	
Primary Actors	Application system	
Secondary Actors	None	
Trigger	After transfer money in regard to the sequence of play.	
DESCRIPTION	Step	Action
	1	User picks one of seven goals.
	2	Hide identity.
	3	Attack twice per turn.
	4	Be the last organization standing.
EXTENSIONS	Step	Branching Action
	3a	User can also aid twice per turn.
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Illuminati Card: The UFOs	

Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.
Performance	The player interaction will depend on the users response time through out the game.
Frequency	This use case happens once every round for each of the players.
Channels to actors	Requires user to interact with an action choice.
OPEN ISSUES	None
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/12/2019

Use Case #22 Objectives of “The Servants of Cthulhu” to win

USE CASE # 22	Objectives of “The Servants of Cthulhu” to win

Goal in Context	The goals of The Servants of Cthulhu is to destroy. The player gets an extra +2 on any attempt to destroy any Group. Since the objective of the game is to destroy eight other Groups. If they knock any other Illuminati out of the game by taking away its last group, the destroyed Illuminati counts towards their total.	
Scope & Level	Only the behavior of this use case's response is considered	
Preconditions	The player owns their illuminati card to know their description of the Illuminati card.. After knowing their card they would need to commence Step 1-5 to play their special power of their designated Illuminati Card.	
Success End Condition	The success of Servants of Cthulhu is to capture, neutralize, or destroy the last group because the destroyed Illuminati counts as a kill.	
Failed End Condition	Does not complete the objectives of the Illuminati card.	
Primary Actors	The application system is the primary actors.	
Secondary Actors	none	
Trigger	After transfer money in regard to the sequence of play.	
DESCRIPTION	Step	Action
	1	Start destroying Groups early to meet your goal of eight.

EXTENSIONS	Step	Branching Action
	3a	The rest of Illuminati might not help you destroy the other player entirely.
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Objectives of “The Servants of Cthulhu” to win	
Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.	
Performance	The player interaction will depend on the users response time through out the game.	
Frequency	This use case happens once every round for each of the players.	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	none	
Due Date	TBA	
...any other management information...	None	
Superordinates	none	
Subordinates	none	
AUTHOR	Lazy Gaming	

Create date	6/11/2019

Use Case #23 Objectives of “The Network” to win

USE CASE # 23	Objectives of “The Network” to win	
Goal in Context	The goal of the Network player is to draw two cards every turn. The Network can win the game by collecting 25 points worth of transferable power, including its own 7 points.	
Scope & Level	Only the behavior of this use case’s response is considered	
Preconditions	The player owns their illuminati card to know their description of the Illuminati card.. After knowing their card they would need to commence Step 1-5 to play their special power of their designated Illuminati Card.	
Success End Condition	The network wins by collecting 25 points worth of transferable power.	
Failed End Condition	Does not complete the objectives of the Illuminati card.	
Primary Actors	The application system is the primary actors.	
Trigger	After transfer money in regard to the sequence of play.	
DESCRIPTION	Step	Action

	1	Special goal is touch since few groups have high transferable power.
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Objectives of “The Network” to win	
Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.	
Performance	The player interaction will depend on the users response time through out the game.	
Frequency	This use case happens once every round for each of the players.	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	none	
Due Date	TBA	
...any other management information...	none	
Superordinates	none	
Subordinates	none	
AUTHOR	Lazy Gaming	

Create date	6/11/2019

Use Case #24 Objectives of “The Gnomes of Zurich” to win

USE CASE # 24	Objectives of “The Gnomes of Zurich” to win
Goal in Context	The goals of The Gnomes of Zurich is that they may move money freely among all their groups at the end of a turn. They win the game by amassing 150 megabucks - not just on their Illuminati, but in the treasuries of their whole power structure.
Scope & Level	Only the behavior of this use case’s response is considered
Preconditions	The player owns their illuminati card to know their description of the Illuminati card.. After knowing their card they would need to commence Step 1-5 to play their special power of their designated Illuminati Card.
Success End Condition	Win by receiving 150 megabucks.
Failed End Condition	Does not complete the objectives of the Illuminati card.
Primary Actors	The application system is the primary actors.
Secondary Actors	none

Trigger	After transfer money in regard to the sequence of play.	
DESCRIPTION	Step	Action
	1	Take control of high Income cards like the IRS, the Multinational Oil Companies, The Republicans, the Democrats, and the International Cocaine Smugglers.
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Objectives of “The Gnomes of Zurich” to win	
Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.	
Performance	The player interaction will depend on the users response time through out the game.	
Frequency	This use case happens once every round for each of the players.	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	none	
Due Date	TBA	
...any other management information...	none	

Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

Use Case #25 Objectives of “The Discordian Society” to win

USE CASE # 25	Objectives of “The Discordian Society” to win
Goal in Context	The goals of The Discordian Society is that they can win by controlling five Weird Groups, and they get an extra +4 on all attempts to control such Groups. They are immune to attacks from Straight or Government Groups.
Scope & Level	Only the behavior of this use case’s response is considered
Preconditions	The player owns their illuminati card to know their description of the Illuminati card.. After knowing their card they would need to commence Step 1-5 to play their special power of their designated Illuminati Card.
Success End Condition	Controlling 5 weird Groups to win
Failed End Condition	Does not complete the objectives of the Illuminati card.

Primary Actors	The application system is the primary actors.	
Secondary Actors	none	
Trigger	After transfer money in regard to the sequence of play.	
DESCRIPTION	Step	Action
	1	Enlarge your Power Structure gradually by picking up Weird cards when you can because your special powers are of no use offensively, and your Power and Income aren't specifically good.
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Objectives of "The Discordian Society" to win	
Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.	
Performance	The player interaction will depend on the users response time through out the game.	
Frequency	This use case happens once every round for each of the players.	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	none	
Due Date	TBA	

...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

Use Case #26 Objectives of “The Bermuda Triangle” to win

USE CASE # 26	Objectives of “The Bermuda Triangle” to win
Goal in Context	The goal of The Bermuda Triangle is that it has the ability to reorganize its Power Structure freely at the end of each turn. The Bermuda Triangle can win by collecting at least one example of each of the ten different alignments. If a group has several alignments, it counts for each of them.
Scope & Level	Only the behavior of this use case’s response is considered
Preconditions	The player owns their illuminati card to know their description of the Illuminati card.. After knowing their card they would need to commence Step 1-5 to play their special power of their designated Illuminati Card.

Success End Condition	The Bermuda Triangle wins by collecting at least one example of each of the ten different alignments.	
Failed End Condition	Does not complete the objectives of the Illuminati card.	
Primary Actors	The application system is the primary actors.	
Secondary Actors	none	
Trigger	After transfer money in regard to the sequence of play.	
DESCRIPTION	Step	Action
	1	Deal with another player in exchange to give you two or three groups at once for victory while giving the other player what he needs for his goal to win as well.
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Objectives of “The Bermuda Triangle” to win	
Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.	
Performance	The player interaction will depend on the users response time through out the game.	

Frequency	This use case happens once every round for each of the players.
Channels to actors	Requires user to interact with an action choice.
OPEN ISSUES	none
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

Use Case #27 The Objective of “The Bavarian Illuminati” to win

USE CASE # 27	The Objective of “The Bavarian Illuminati” to win
Goal in Context	The goal of The Bavarian Illuminati is that they have raw power. The Bavarian Illuminati can win by controlling Groups with a total Power of 35 (including their own Power of 10). They are subtler than the other Illuminati; their special ability lets

	them make a privileged attack each turn at the cost of 5 MB.	
Scope & Level	Only the behavior of this use case's response is considered	
Preconditions	The player owns their illuminati card to know their description of the Illuminati card.. After knowing their card they would need to commence Step 1-5 to play their special power of their designated Illuminati Card.	
Success End Condition	Bavarian Illuminati can win by controlling Groups with a total Power of 35.	
Failed End Condition	Does not complete the objectives of the Illuminati card.	
Primary Actors	The application system is the primary actors.	
Secondary Actors	none	
Trigger	After transfer money in regard to the sequence of play.	
DESCRIPTION	Step	Action
	1	You have the highest power, a good Income, and a special power that makes it hard for players to defend against you. Use this card to build up your position in the game.
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	The Objective of "The Bavarian Illuminati" to win	

Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.
Performance	The player interaction will depend on the users response time through out the game.
Frequency	This use case happens once every round for each of the players.
Channels to actors	Requires user to interact with an action choice.
OPEN ISSUES	none
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

Use Case #28 Attack to Control

USE CASE # 28	Attack to Control	
Goal in Context	This attack may be made against any other Group in play except another Illuminati or a Group you already control.	
Scope & Level	Only the behavior of a dice roll.	
Preconditions	Selections from different types of attacks	
Success End Condition	The end goal is to control other organizations	
Failed End Condition	A roll of 11 or 12 results in automatic failure of the attack, no matter how much Power was involved.	
Primary Actors	The application system is the primary actors.	
Secondary Actors	none	
Trigger	A list of attack controls	
DESCRIPTION	Step	Action
	1	To attack, the player announces which Group is attacking, which one is being attacked, and the type of attack.
	2	The success of the attack is determined by rolling two dice.

	3	Aiding Attacks
	4	Power Structure Position
	5	Alignments
	6	Special Powers
	7	Spending Money to Attack
	8	Spending Money to defend
	9	Continued Spending
	10	Results of the attack
EXTENSIONS	Step	Branching Action
	2a	Dice roll
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Attack to Control	
Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.	
Performance	The player interaction will depend on the users response time through out the game.	
Frequency	This use case may happen once every round for each of the players.	

Channels to actors	Requires user to interact with an action choice.
OPEN ISSUES	none
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/12/2019

Use Case #29 Attack to Destroy

USE CASE # 29	Attack to Destroy
Goal in Context	Attacker rolls “Power minus Power.” The defending Group defends with its Power rather than its Resistance.
Scope & Level	Only the behavior of this use case’s response is considered
Preconditions	Selections from different types of attacks
Success End Condition	The end goal is to control other organizations

Failed End Condition	A roll of 11 or 12 results in automatic failure of the attack, no matter how much Power was involved.	
Primary Actors	The application system is the primary actors.	
Secondary Actors	none	
Trigger	A list of attack controls	
DESCRIPTION	Step	Action
	1	A Group with no Power cannot be destroyed except by the Special Card Whispering Campaign.
	2	Group with different philosophies destroy each other which keep powerless Groups from organizing enough to control other Groups also make them too diffuse to wipe out.
	3	If the attack succeeds, the target Group goes to the dead pile. Its subordinate Groups are not destroyed, but become uncontrolled.
	4	You may try to destroy a Group you already control. In this case, the target's closeness to its Illuminati does not protect it. But no Group may attack itself or aid an attempt to destroy itself.
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Attack to Destroy	

Priority:	High priority because the Illuminati card description can not be modified to a users standard but follow the gameplay of the original game.
Performance	The player interaction will depend on the users response time through out the game.
Frequency	This use case may happen once every round for each of the players.
Channels to actors	Requires user to interact with an action choice.
OPEN ISSUES	Wait time for user response
Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

Use Case #30 Attack to Neutralize

USE CASE # 30	Attack to Neutralize
Goal in Context	To execute an attack to another Group.

	This attack may be made against any other Group in play except another Illuminati or a Group you already control.	
Scope & Level	Only the behavior of a dice roll and behavior of itself is considered	
Preconditions	The target must be a Group that is already controlled by another player	
Success End Condition	When victim is not willing to spend more money to affect the attack	
Failed End Condition	A roll of 11 or 12 results in automatic failure of the attack, no matter how much Power was involved.Victim doesn't supply enough money	
Primary Actors	User	
Secondary Actors	system	
Trigger	A list of attack controls	
DESCRIPTION	Step	Action
	1	To attack, the player announces which Group is attacking, which one is being attacked, and the type of attack.
	2	The success of the attack is determined by rolling two dice.
	3	Aiding Attacks
	4	Power Structure Position
	5	Alignments

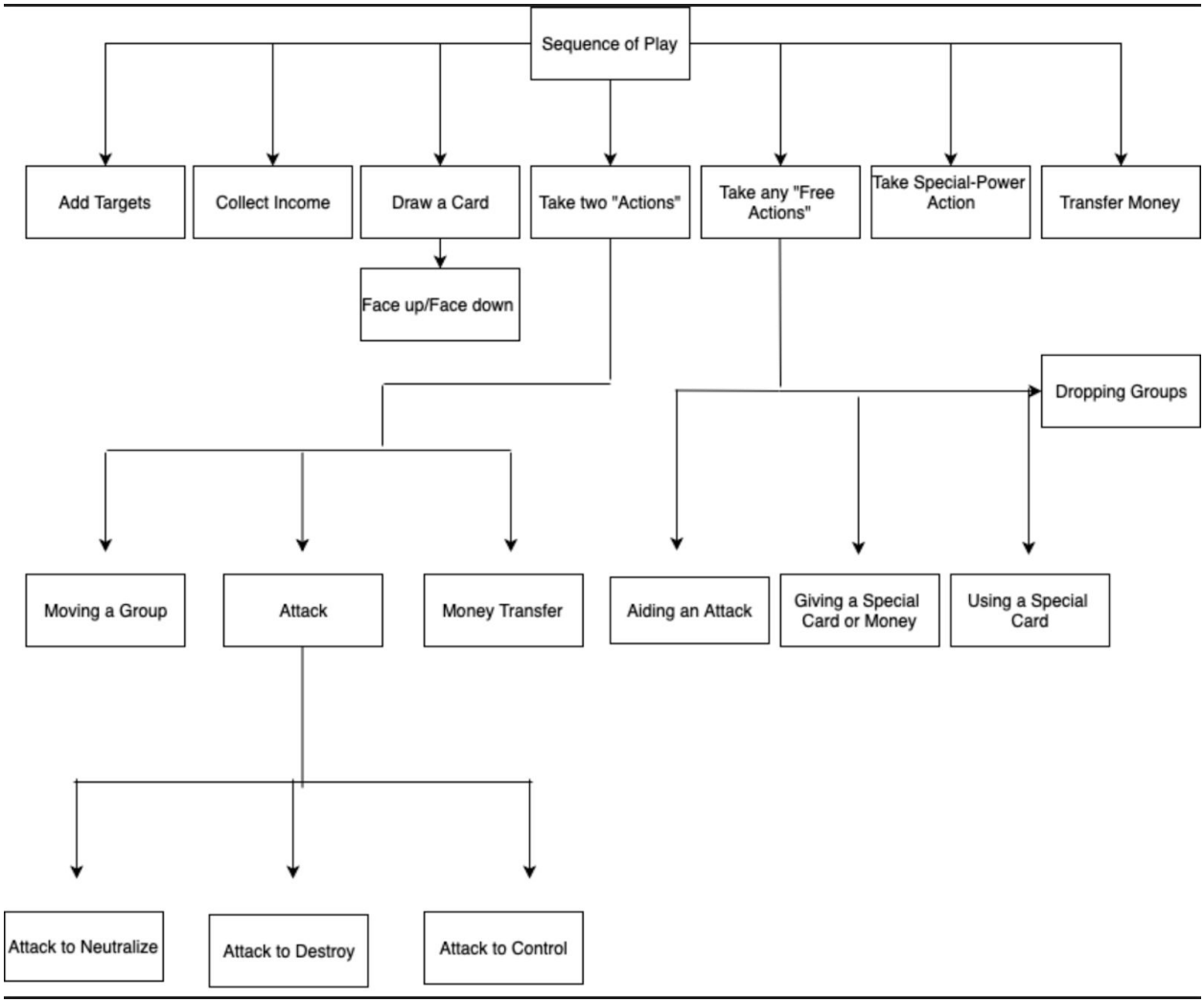
	6	Special Powers
	7	Spending Money to Attack
	8	Spending Money to defend
	9	Continued Spending
	10	Results of the attack
EXTENSIONS	Step	Branching Action
	10a	Results of the attack succeed. The target Group and any subordinates are placed in the uncontrolled area. All their money is returned to the bank.
	10b	Results of the attack fail. No changes made
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Attack to Neutralize	
Priority:	High priority because determines the flow of the game	
Performance	The player interaction will depend on the users response time through out the game.	
Frequency	This use case may happen once every round for each of the players.	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	Wait time for user response	

Due Date	TBA
...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

Use Case #31 Roll Dice

USE CASE # 31	Roll Dice
Goal in Context	To randomly generate 2 numbers. Each number is between 1-6
Scope & Level	This only takes account of its own behavior
Preconditions	Called upon
Success End Condition	Dice correctly returns the one value(1-12) added from 2 random numbers
Failed End Condition	2 random numbers are not correctly added. Number is below 1 or above 12.
Primary Actors	System

Secondary Actors	None	
Trigger	Called Upon	
DESCRIPTION	Step	Action
	1	System generates 2 random numbers
	2	System adds 2 numbers
	3	System gets the new 1 value
EXTENSIONS	Step	Branching Action
SUB-VARIATIONS	Step	Branching Action
	1	
RELATED INFORMATION	Roll Dice	
Priority:	High priority because the gameplay of the game relies on this.	
Performance	The player interaction will depend on the users response time through out the game.	
Frequency	This use case may happen once every round for each of the players.	
Channels to actors	Requires user to interact with an action choice.	
OPEN ISSUES	Wait time for user response	
Due Date	TBA	

...any other management information...	none
Superordinates	none
Subordinates	none
AUTHOR	Lazy Gaming
Create date	6/11/2019

UML Diagram For Game Logic