

Use Case: Attack

Summary: This is how one player attacks a territory occupied by another player.

Priority: High

Extends: -

Includes: Choose attacking territory, choose defending territory. No separate UCs since they're fully included here.

Participants: Current player

Normal flow of events

Everything is performed as expected by the player

| | Actor | System |
|----|--|---|
| 1 | Touches a territory occupied by himself and with more than one army | |
| 2 | | Sets the territory to attacking territory |
| 3 | | Changes the outline color of the territory to blue and lifts it up |
| 4 | Touches a bordering hostile territory to attack | |
| 5 | | Sets the territory to defending territory |
| 6 | | Changes the outline color of the territory to red and lifts it up |
| 7 | | Shows the fight button |
| 8 | Presses the fight button | |
| 9 | | Simulates dice rolls and removes appropriate number of armies 9.1 All enemy armies are killed Current player occupies the defending territory |
| 10 | 10.1 Presses the fight button again 10.2 Touches another bordering territory to attack 10.3 Touches another territory to attack form 10.4 Presses the next phase button | Return to step 9 Return to step 5 Return to step 2 Ends the fight phase |

Alternate flows

1.1 Attacking territory is not occupied by current player or only has one army

| | | |
|-----|-----------------------|------------------|
| | Actor | System |
| 1.1 | Touches the territory | Return to step 1 |

4.1 Territory is not hostile or not bordering to attacking territory

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|-----|-----------------------|------------------|
| | Actor | System |
| 4.1 | Touches the territory | Return to step 4 |

8.1 Touches another valid territory to attack from

| | | |
|-----|-----------------------|------------------|
| | Actor | System |
| 8.1 | Touches the territory | Return to step 2 |