|  |  |  |
| --- | --- | --- |
| USE CASE #1 | Start game | |
| Goal in Context | Start the Illuminati game. | |
| Scope & Level | n/a | |
| Preconditions | There must be between 2 to 8 players ready to start the game. | |
| Success End Condition | Game is started. | |
| Failed End Condition | Game does not start. | |
| Primary Actors | Users (players) | |
| Secondary Actors |  | |
| Trigger | Players start up the application. | |
| DESCRIPTION | Step | Action |
| 1 | 2-8 lock into the game. |
| 2 | Each player takes turns rolling 2 die. |
| 3 | The die values are compared. The player with the largest value goes first. |
| 4 | Each player is given an Illuminati card. Remaining Illuminati cards are discarded for the remainder of the game. |
| 5 | Deck is shuffled. |
| EXTENSIONS | Step | Branching Action |
| 1a | none |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | There are not enough players to start the game. |
| RELATED INFORMATION | Game start | |
| Priority: | High priority | |
| Performance | A few seconds | |
| Frequency | Once in the course of one game | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | none | |
| Subordinates | All other use cases | |
| AUTHOR | Michell Kuang | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #2 | Pick number of players | |
| Goal in Context | Pick the number of players to play the game. | |
| Scope & Level | n/a | |
| Preconditions | Have game application open to start menu. | |
| Success End Condition | Number of players is chosen. | |
| Failed End Condition | Number of players is not chosen and game can’t start. | |
| Primary Actors | Users (Players) | |
| Secondary Actors |  | |
| Trigger | Players press start and access the menu. | |
| DESCRIPTION | Step | Action |
| 1 | Players open the game application. |
| 2 | Players press the start button. |
| 3 | A drop down menu is presented to select number of players. |
| EXTENSIONS | Step | Branching Action |
| 1a | Players view the rule book at the start menu before choosing the number of players. |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | Players decide to exit the game application before selecting the number of players. |
|  | 2 | User goes back to the previous screen and changes the number of players. |
| RELATED INFORMATION | Number of players selection | |
| Priority: | High priority | |
| Performance | A few seconds | |
| Frequency | Once in the span of one game | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1 | |
| Subordinates | Use case #3 | |
| AUTHOR | Michell Kuang | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #3 | Enter player names | |
| Goal in Context | Enter the names for each user playing. | |
| Scope & Level | n/a | |
| Preconditions | Number of players has been selected and users are ready to enter names. | |
| Success End Condition | All players are given a name. | |
| Failed End Condition | Not every player has a name. | |
| Primary Actors | Users (Players) | |
| Secondary Actors |  | |
| Trigger | Users select number of players and system is waiting for name input. | |
| DESCRIPTION | Step | Action |
| 1 | Users choose the number of players playing. |
| 2 | Each player takes turns entering their names into the input box. |
| 3 | After every input, users press the “OK” button and the system waits for the next input. |
| 4 | After all inputs are taken, use case ends. |
| EXTENSIONS | Step | Branching Action |
| 1a | none |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | Users exit out of the application before the game starts. |
| RELATED INFORMATION | Player name entry | |
| Priority: | High priority | |
| Performance | <1 minute | |
| Frequency | Once in the course of one game | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 2 | |
| Subordinates | none | |
| AUTHOR | Michell Kuang | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #4 | Roll 2 die | |
| Goal in Context | Roll 2 die to decide which player goes first, or to determine the success of an attack. | |
| Scope & Level | n/a | |
| Preconditions | Players have 2 die and are ready to start the game or make an attack. | |
| Success End Condition | The die are rolled and produces a total sum between 2 (min) and 12 (max), and players can continue playing the game. | |
| Failed End Condition | Players don’t roll the die and can’t determine anything. | |
| Primary Actors | Users (Players) | |
| Secondary Actors | none | |
| Trigger | Players start the game or players make an attack. | |
| DESCRIPTION | Step | Action |
| 1 | The use case begins when players start the game or players make an attack. |
| 2 | Players involved in the action (game start or attack) take turns rolling the 2 die. |
| EXTENSIONS | Step | Branching Action |
|  | none |
| SUB-VARIATIONS | Step | Branching Action |
|  | none |
| RELATED INFORMATION | Die Roll | |
| Priority: | High priority | |
| Performance | <1 second | |
| Frequency | Very frequent (throughout game for attacks) | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1 | |
| Subordinates | Use case #16, 17, 18, 19 | |
| AUTHOR | Michell Kuang | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #5 | Shuffle cards | |
| Goal in Context | Shuffling the remaining card after each player draw an illuminati card | |
| Scope & Level | N/A | |
| Preconditions | All players have drawn an Illuminati card. | |
| Success End Condition | Cards are shuffled. | |
| Failed End Condition | Cards are not shuffled. | |
| Primary Actors | User | |
| Secondary Actors | Card | |
| Trigger | After each player draws an illuminati card. | |
| DESCRIPTION | Step | Action |
| 1 | Each Player draws an Illuminati card. |
| 2 | Shuffle all the cards except the illuminati cards |
| 3 | Place them face-down in the center of the table. |
| EXTENSIONS | Step | Branching Action |
| 1a | N/A |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | n/a |
| RELATED INFORMATION | Shuffle cards | |
| Priority: | High priority | |
| Performance | 1-5 seconds | |
| Frequency | Once | |
| Channels to actors | N/a | |
| OPEN ISSUES | N/A | |
| Due Date | 7/3/19 | |
| ...any other management information... | N/A | |
| Superordinates | Use case #1, 7 | |
| Subordinates | N/A | |
| AUTHOR | Anshul Chauhan | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #6 | Collect Income | |
| Goal in Context | Collect money based on the cards you have | |
| Scope & Level | N/a | |
| Preconditions | Check which group of cards you have. | |
| Success End Condition | Will get the money in Megabucks. | |
| Failed End Condition | N/a | |
| Primary Actors | Users | |
| Secondary Actors | Cards | |
| Trigger | When you got the group cards. | |
| DESCRIPTION | Step | Action |
| 1 | Each Player draws an Illuminati card. |
| 2 | After distributing, player collect money in megabucks according to the group of cards they have. |
| 3 | The player with the highest roll collects more income for his illuminati group. |
| EXTENSIONS | Step | Branching Action |
| 1a | If the player has the Gnomes of Zurich, this is the time where the player can redistribute the money |
|  | IRS cards gets its Income by taxing each of the other players 2Mb on the owning player’s turn. |
|  | The Post Office costs 1 MB on the owning player’s turn. |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | N/a |
| RELATED INFORMATION | Collect Income | |
| Priority: | 3 | |
| Performance | A few seconds | |
| Frequency | Very often | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | N/a | |
| Superordinates | Use case #1 | |
| Subordinates | n/a | |
| AUTHOR | Anshul Chauhan | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #7 | Draw a card | |
| Goal in Context | Draw a card from deck | |
| Scope & Level | Affects the user | |
| Preconditions | Player must have already collected income | |
| Success End Condition | Card was either placed in uncontrolled Groups or in Player’s cards | |
| Failed End Condition | N/A | |
| Primary Actors | User (Player) | |
| Secondary Actors | System, Uncontrolled Groups, Player Cards | |
| Trigger | N/A | |
| DESCRIPTION | Step | Action |
| 1 | System draws a card for the user |
| 2 | If the card if a Group card: |
| 3 | System places card in Uncontrolled Groups |
| 4 | If the card is a Special card: |
| 5 | System places card in Player’s cards |
| EXTENSIONS | Step | Branching Action |
| 1a | If a special card is drawn during an end turn with fewer than two Groups: |
| 1a.1 | System discards card |
| 1b | If User has Special Card “The Network” |
| 1b.1 | System draws 2 cards |
| 2b.2 | Rejoin step 2 |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | If the deck is empty, system cannot draw a card |
| RELATED INFORMATION | Use Case #7 | |
| Priority: | High | |
| Performance | <1 second | |
| Frequency | At the start or end of every players’ turn | |
| Channels to actors | N/A | |
| OPEN ISSUES | The Player excel spreadsheet must be created beforehand; Uncontrolled Cards excel spreadsheet must be done; Data for cards and players must be inputted to respective spreadsheets | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | N/A | |
| Subordinates | N/A | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #8 | Take 2 “regular actions” | |
| Goal in Context | Take 2 regular actions for each player turn. | |
| Scope & Level | n/a | |
| Preconditions | It must be the start of a player’s turn. | |
| Success End Condition | Player takes 2 regular actions during turn. | |
| Failed End Condition | Player doesn’t take 2 regular actions during turn. | |
| Primary Actors | Users (Players) | |
| Secondary Actors | none | |
| Trigger | Player’s turn starts. | |
| DESCRIPTION | Step | Action |
| 1 | Player’s turn starts. |
| 2 | Player takes first action. |
| 3 | Player takes second action. |
| 4 | Player either takes free actions or ends turn. Use case ends. |
| EXTENSIONS | Step | Branching Action |
| 1a | Player takes free action before first action. |
|  |  |
| 2a | Player takes free action after first action. |
| 2b | Player takes another free action before second action. |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | Player ends turn at the start of their turn (turn pass). |
| 2 | Player’s turn is interrupted by another player’s special card. |
| 3 | Player quits the game. |
| RELATED INFORMATION | Take regular actions | |
| Priority: | Medium priority | |
| Performance | 1-3 minutes depending on player’s course of action | |
| Frequency | Very frequent | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1 | |
| Subordinates | Use cases #8, 10, 13, 15, 18, 19 20 | |
| AUTHOR | Michell Kuang | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #9 | Take any free actions | |
| Goal in Context | Drop a group, give away money or special cards, or use a special card | |
| Scope & Level | N/A | |
| Preconditions | Player draws a card and starts turn | |
| Success End Condition | Free actions are taken | |
| Failed End Condition | N/A | |
| Primary Actors | user | |
| Secondary Actors | card | |
| Trigger | After every player draws a card or took two “actions” | |
| DESCRIPTION | Step | Action |
| 1 | After player draws the card and either they can have “free actions” before after or between two “action.” |
| 2 | Player can perform three tasks either they can Drop a group, give away money/special card or use a special card. |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
|  | Player can choose not to take free actions and collect 5 MegaBucks instead. |
| SUB-VARIATIONS | Step | Branching Action |
| RELATED INFORMATION | Free action | |
| Priority: | 5 | |
| Performance | <1 minute | |
| Frequency | Often | |
| Channels to actors | N/A | |
| OPEN ISSUES | N/A | |
| Due Date | 7/3/19 | |
| ...any other management information... | N/A | |
| Superordinates | N/A | |
| Subordinates | N/A | |
| AUTHOR | Anshul Chauhan | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #9 | Free actions | |
| Goal in Context | Drop a group, give away money or specials card or use a special card | |
| Scope & Level | N/A | |
| Preconditions | Drawing a card and two “actions.” | |
| Success End Condition |  | |
| Failed End Condition | N/A | |
| Primary Actors | user | |
| Secondary Actors | card | |
| Trigger | After every player draws a card or took two “actions” | |
| DESCRIPTION | Step | Action |
| 1 | After player draws the card and either they can have “free actions” before after or between two “action.” |
| 2 | Player can perform three tasks either they can Drop a group, give away money/special card or use a special card. |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
|  | Player can choose not to take free actions and collect 5 MegaBucks instead. |
| SUB-VARIATIONS | Step | Branching Action |
| RELATED INFORMATION | Free action | |
| Priority: | 5 | |
| Performance | 1-20 seconds | |
| Frequency | Often | |
| Channels to actors | N/A | |
| OPEN ISSUES | N/A | |
| Due Date | N/A | |
| ...any other management information... | n/A | |
| Superordinates | N/A | |
| Subordinates | N/A | |
| AUTHOR |  | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #10 | Take special-power action | |
| Goal in Context | A special action will be executed depending on which Special Card the player has | |
| Scope & Level | Affects the user | |
| Preconditions | Player must have chosen to take a special-power action | |
| Success End Condition | Action was taken based on Special Card | |
| Failed End Condition | No action or wrong action was taken | |
| Primary Actors | User (Player) | |
| Secondary Actors | System | |
| Trigger | The “Special-Power Action” was chosen from menu | |
| DESCRIPTION | Step | Action |
| 1 | User chooses “Special Power Action” |
| 2 | User chooses which Special Card to use |
| 3 | Special Card’s special-power action is executed |
| EXTENSIONS | Step | Branching Action |
| 1a | N/A |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | If Player does not have any Special cards: |
| 1.1 | System does not complete any Special-Power actions |
| 2 | If Player has Special Card with no action |
| 2.1 | System does not execute any special-power action |
| RELATED INFORMATION | Use Case #10 | |
| Priority: | Medium | |
| Performance | 12 hrs. | |
| Frequency | When user has a playable Special Card and decides to use its special-power action | |
| Channels to actors | N/A | |
| OPEN ISSUES | Menu must be finished beforehand | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | N/A | |
| Subordinates | Use Case #21 | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #11 | Move a group | |
| Goal in Context | As an action player can move a group for structuring his power. | |
| Scope & Level | n/a | |
| Preconditions | Could be a different action taken like calling of an attack, transferring money. | |
| Success End Condition | When the Player successfully move a group for power structure without losing any card | |
| Failed End Condition | n/a | |
| Primary Actors | User | |
| Secondary Actors | Card | |
| Trigger | An action could be taken to improve players Power structure. | |
| DESCRIPTION | Step | Action |
| 1 | A player may take as an action recognize his power structure. |
| 2 | Cards in a group which overlaps would be moved to different control arrows. |
| 3 | Cards that do not overlap just get lost. |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
|  | If moving group would not overlap the cards means card did not match, then they returned to the uncontrolled area. |
| SUB-VARIATIONS | Step | Branching Action |
| RELATED INFORMATION | Move a group | |
| Priority: | n/a | |
| Performance | n/a | |
| Frequency | n/a | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | n/a | |
| Subordinates | n/a | |
| AUTHOR | Anshul Chauhan | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #12 | Drop a group | |
| Goal in Context | Remove group from User’s Power Structure and return it to uncontrolled groups | |
| Scope & Level | Affects User | |
| Preconditions | User must have chosen to take a free action | |
| Success End Condition | A group has been removed from the user’s power structure and was returned to uncontrolled Groups | |
| Failed End Condition | Card dropped was not returned to uncontrolled Groups | |
| Primary Actors | User (Player) | |
| Secondary Actors | Groups, System | |
| Trigger | The “Drop a Group” option was chosen from menu | |
| DESCRIPTION | Step | Action |
| 1 | User chooses “Drop a Group” option |
| 2 | User decides which group to drop |
| 3 | System removes card from Player’s Power Structure |
| 4 | System adds card back into uncontrolled Groups |
| EXTENSIONS | Step | Branching Action |
| 2a | If Player chooses to drop a card with puppets: |
| 2a.1 | System will drop all its puppets as well |
| 2a.2 | Rejoin step 3 (for each puppet card) |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | N/A |
| RELATED INFORMATION | Use Case #12 | |
| Priority: | High | |
| Performance | 5 hrs. | |
| Frequency | During any turn that may take a free action or action | |
| Channels to actors | N/A | |
| OPEN ISSUES | Menu must be finished beforehand; Use Case #9 must be finished | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | Use Case #9 | |
| Subordinates | N/A | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #13 | Sell a group | |
| Goal in Context | Sell a group to another player for money (MegaBucks). | |
| Scope & Level | n/a | |
| Preconditions | Must be player’s turn and player has to have a group to sell to another player. Receiving player must have money to buy. | |
| Success End Condition | Group is sold to another player and seller receives money. | |
| Failed End Condition | Other player rejects offer and a group is not sold. | |
| Primary Actors | Users (players) | |
| Secondary Actors |  | |
| Trigger | Player wants to sell a group during their turn. | |
| DESCRIPTION | Step | Action |
| 1 | Player announces that they want to sell a group. |
| 2 | Player announces selling price for the group. |
| 3 | A second player offers to pay that price and agrees to the exchange. |
| 4 | The group card is exchanged for money. Use case ends. |
| EXTENSIONS | Step | Branching Action |
| 3a | Another player in the game offers to pay a higher price. |
| 3b | The seller decides who they want to sell to. |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | All other players decline the offer. |
| RELATED INFORMATION | Sell a group | |
| Priority: | Low priority | |
| Performance | 1-3 minutes depending on player interaction | |
| Frequency | Often throughout gameplay | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 8 | |
| Subordinates | none | |
| AUTHOR | Michell Kuang | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #14 | Give a group away | |
| Goal in Context | Give a group away for nothing in return | |
| Scope & Level | n/a | |
| Preconditions | It is a player’s turn and they have a remaining turn and a group to give away. | |
| Success End Condition | Group is transferred to another player for nothing in return. | |
| Failed End Condition | Group is not transferred. | |
| Primary Actors | Users (Players) | |
| Secondary Actors | Another user (player) | |
| Trigger | Player has remaining action(s) and wants to give a group away. | |
| DESCRIPTION | Step | Action |
| 1 | Player picks a group to give away. |
| 2 | Player picks another player to do the transfer with. Player must agree to the transfer. |
| 3 | Player gives the group away and the receiving player now has a new group. Use case ends. |
| EXTENSIONS | Step | Branching Action |
| 1a | none |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | Other player denies transfer. Group transfer is not executed. |
| RELATED INFORMATION | Give a group away | |
| Priority: | Low priority | |
| Performance | A few seconds to a minute depending on player agreement | |
| Frequency | Not very often to very often depending on player choice | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 8 | |
| Subordinates | none | |
| AUTHOR | Michell Kuang | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #15 | Aid an attack | |
| Goal in Context | Aid another player in an attack. | |
| Scope & Level | n/a | |
| Preconditions | Another player must be attacking. | |
| Success End Condition | Attacking player gets extra power points from supporting player. | |
| Failed End Condition | An attack is not aided. | |
| Primary Actors | Users (players) | |
| Secondary Actors |  | |
| Trigger | A player announces an attack. | |
| DESCRIPTION | Step | Action |
| 1 | A player announces an attack on another player. |
| 2 | A supporting player decides to aid the attack. |
| 3 | Points are calculated for a sum total. |
| 4 | The attack is made. Use case ends. |
| EXTENSIONS | Step | Branching Action |
| 1a | A second player aids in the attack. |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | A player calls off the attack. |
| RELATED INFORMATION | Aid an attack | |
| Priority: | Low priority | |
| Performance | A few seconds | |
| Frequency | Sometimes | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 9 | |
| Subordinates | Use case #22 | |
| AUTHOR | Michell Kuang | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #16 | Attack a group | |
| Goal in Context | To control, neutralize or destroy another group of cards. | |
| Scope & Level |  | |
| Preconditions | Distribution of cards or either one of the actions taken. | |
| Success End Condition | Attack a group, Transfer money, Move a group, Give a Group away. | |
| Failed End Condition |  | |
| Primary Actors | User | |
| Secondary Actors | Card | |
| Trigger | When a player needs to attack a group for control, neutralize or destroy. | |
| DESCRIPTION | Step | Action |
| 1 | Attack a group to control, destroy and neutralize another group |
| 2 | The success of the attack is decided by rolling the dice . |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| 1 |  |
|  |  |
| RELATED INFORMATION | Attack a group | |
| Priority: | 3 | |
| Performance | Whenever user wants | |
| Frequency | Whenever user wants | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #17 | Attack to control | |
| Goal in Context | This Attack is used to control other players group of cards. | |
| Scope & Level |  | |
| Preconditions | Money and cards would be distributed by then | |
| Success End Condition | When the card would be able to control other group of cards | |
| Failed End Condition |  | |
| Primary Actors | User | |
| Secondary Actors | Card | |
| Trigger | When player is looking to control another group | |
| DESCRIPTION | Step | Action |
| 1 | The group have at least one outward- pointing arrow. |
| 2 | The success of the attack is decided by rolling the dice . |
| EXTENSIONS | Step | Branching Action |
| 1a | When there is inward arrow in the group |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | n/a |
| RELATED INFORMATION | Attack to control | |
| Priority: | Medium priority | |
| Performance | <1 minute | |
| Frequency | Often | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 8, 16 | |
| Subordinates | Use case #22 | |
| AUTHOR | Anshul Chauhan | |
| Create date | 6/11/19 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #18 | Attack to neutralize | |
| Goal in Context | Attack a group so that the dice roll can be equal to the power of opponent | |
| Scope & Level |  | |
| Preconditions | That the opponent card has a power greater than ours | |
| Success End Condition | Player rolls exact amount needed to neutralize | |
| Failed End Condition | Player loses that card | |
| Primary Actors | User/dice roll | |
| Secondary Actors | Cards/dice output | |
| Trigger | Whenever user wants to attack | |
| DESCRIPTION | Step | Action |
| 1 | User selects attack to neutralize |
| 2 | Selects opponent card |
| 3 | Rolls dice |
| 4 | Gets result |
| 5 |  |
| EXTENSIONS | Step | Branching Action |
| 1a | If user dose not roll what power is needed to neutralize user looses |
|  | If user rolls same target is nutralized |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| 1 |  |
|  |  |
|  |  |
| RELATED INFORMATION | Attack to nutralize | |
| Priority: | medium | |
| Performance | Whenever user wants | |
| Frequency | Whenever user wants | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #19 | Attack to destroy | |
| Goal in Context | Send a target group into the “dead pile” | |
| Scope & Level | Affects opponent any of playing user | |
| Preconditions | User must have chosen action of attack to destroy | |
| Success End Condition | Attack is successful and sends target group to “dead pile” | |
| Failed End Condition | Group is able to defend itself from attack | |
| Primary Actors | User (Player) | |
| Secondary Actors | System, Groups | |
| Trigger | The “Attack to Destroy” option was chosen from menu | |
| DESCRIPTION | Step | Action |
| 1 | User chooses “Attack to Destroy” |
| 2 | User must roll number\* or less (\*number = attacking Group’s Power – Defending Group’s Resistance) |
| 3 | User (attacker) rolls “Power minus Power” (defending Group defends with Power rather than Resistance) |
| 4 | System sends target Group to “dead pile” (its subordinate groups are not destroyed) |
| 5 | System adds subordinate Groups back to Uncontrolled Groups |
| EXTENSIONS | Step | Branching Action |
| 1a | If Special Card “Whispering Campaign” is used with attack on Group with no power: |
| 1a.1 | Rejoin step 2 |
| 1b | If attacking group has opposite alignment: |
| 1b.1 | Attack gets +4 bonus |
| 1b.2 | Rejoin step 2 |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | If powerless Groups are organized where they control other Groups: |
| 1.1 | Attack may fail |
| 2 | If user rolls an 11 or 12: |
| 2.1 | Attack is automatic failure |
| 3 | If attacking group has identical alignment: |
| 3.1 | Attack gets -4 points |
| 4 | Group can be revived by Special card “Media Campaign” |
| RELATED INFORMATION | Use Case #19 | |
| Priority: | High | |
| Performance | 12 hrs. | |
| Frequency | Whenever user decides to attack | |
| Channels to actors | N/A | |
| OPEN ISSUES | Use Cases #8 and #16 must be done before; Menu must be finished beforehand | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | Use Case #8, Use Case #16 | |
| Subordinates | Use Case #22, Use Case #27 | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #20 | Add target | |
| Goal in Context | Add targets to the uncontrolled groups | |
| Scope & Level | n/a | |
| Preconditions | There must be less than 2 uncontrolled groups at the end of a player’s turn. | |
| Success End Condition | There are 2 uncontrolled groups. | |
| Failed End Condition | There are less than 2 uncontrolled groups. | |
| Primary Actors | Users (Players) | |
| Secondary Actors | None | |
| Trigger | A player’s turn is ending and there are less than 2 uncontrolled groups. | |
| DESCRIPTION | Step | Action |
| 1 | Draw a card. |
| 2 | If card is a special card, discard it. |
| 3 | If card is a group card, place in uncontrolled groups area. If there are 2 uncontrolled groups, end turn. |
| EXTENSIONS | Step | Branching Action |
| 3a | If there is only 1 uncontrolled group, draw another card. |
| 3b | If card is a special card, discard it. |
| 3c | If card is a group card, place in uncontrolled groups area. There are now 2 uncontrolled groups. End turn. |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | none |
| RELATED INFORMATION | Add targets | |
| Priority: | Low priority | |
| Performance | A few seconds | |
| Frequency | Every so often | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 8 | |
| Subordinates | none | |
| AUTHOR | Michell Kuang | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #21 | Use Special Card | |
| Goal in Context | Use a special card | |
| Scope & Level | Affects the user | |
| Preconditions | Player has not ended turn yet and has drawn a special card | |
| Success End Condition | Special card is used. | |
| Failed End Condition | Special card is not used. | |
| Primary Actors | User (Player) | |
| Secondary Actors | System | |
| Trigger | Player wants to use the special card. | |
| DESCRIPTION | Step | Action |
| 1 | Player draws a special card. |
| 2 | Player has at least one regular action left and uses the special card. |
| EXTENSIONS | Step | Branching Action |
| 1a | n/a |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | Player has not drawn a special card. |
| RELATED INFORMATION | Use Case #21 | |
| Priority: | Low priority | |
| Performance | <1 minute | |
| Frequency | Sometimes | |
| Channels to actors | N/A | |
| OPEN ISSUES | n/a | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | Use case #1, 8 | |
| Subordinates | none | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #22 | Calculate points | |
| Goal in Context | Calculate points based on cards you have | |
| Scope & Level |  | |
| Preconditions | Check which group cards you have when attacking | |
| Success End Condition | Will get a total of points | |
| Failed End Condition |  | |
| Primary Actors | Users | |
| Secondary Actors | Cards | |
| Trigger | When attack or when players turn | |
| DESCRIPTION | Step | Action |
| 1 | When a player gets his turn calculate points |
| 2 | Tell player what is possible |
| EXTENSIONS | Step | Branching Action |
| 1a | n/a |
| SUB-VARIATIONS | Step | Branching Action(stop from getting to end result) |
| 1 | No extra cards |
| RELATED INFORMATION | Calculate points | |
| Priority: | High | |
| Performance | 20-30 seconds depending if rule book is needed | |
| Frequency | Every time on user turn | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #23 | Call off attack | |
| Goal in Context | Taking the attack back if the player decided to | |
| Scope & Level | n/a | |
| Preconditions | Player must have decided to attack as an action. | |
| Success End Condition | Player called off an attack. | |
| Failed End Condition | When player put some money down. | |
| Primary Actors | User | |
| Secondary Actors | Card | |
| Trigger | When Calling of an attack decided by the player | |
| DESCRIPTION | Step | Action |
| 1 | Player Changes his mind and call the attack off |
| EXTENSIONS | Step | Branching Action |
| 1a | The attackers spend no money, the attack is committed when another player spends money either for or against player. |
|  | When the attacker rolls the dice, the attack is committed either for or against player |
| SUB-VARIATIONS | Step | Branching Action |
| RELATED INFORMATION | Call off attack | |
| Priority: | Low priority | |
| Performance | A few seconds | |
| Frequency | Sometimes | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 8, 16, 17, 18, 19 | |
| Subordinates | n/a | |
| AUTHOR | Anshul Chauhan | |
| Create date | June 13, 2019 | |
|  |  | |

|  |  |  |
| --- | --- | --- |
| USE CASE #24 | Take a pass | |
| Goal in Context | User takes a pass when user wants | |
| Scope & Level |  | |
| Preconditions | Make sure user taking pass that its their turn | |
| Success End Condition | If success user collects 5 megabucks | |
| Failed End Condition | User has to pick some other option other than pass | |
| Primary Actors | user | |
| Secondary Actors | bank | |
| Trigger | User turn | |
| DESCRIPTION | Step | Action |
| 1 | User takes pass option |
| 2 | Collects 5 mega bucks |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | none |
| RELATED INFORMATION | Take a pass | |
| Priority: | low | |
| Performance | To complete no less than 3-5 seconds | |
| Frequency | Whenever player wants or prefers | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date | 7/3/19 | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #25 | Switch Player | |
| Goal in Context | Switch player turns / show player number | |
| Scope & Level |  | |
| Preconditions | Last player finished turn | |
| Success End Condition | Player rolls dice / makes a move | |
| Failed End Condition | Plyer misses their turn | |
| Primary Actors | users | |
| Secondary Actors | Dice/menu | |
| Trigger | When one player finishes their turn | |
| DESCRIPTION | Step | Action |
| 1 | Switch players turn |
| EXTENSIONS | Step | Branching Action |
| 1a | n/a |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | n/a |
|  |  |
| RELATED INFORMATION | Switch Player | |
| Priority: | High | |
| Performance | Depending from 10seconds to 50/60 secs | |
| Frequency | After each player finishes their turn | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE # 26 | Transfer money | |
| Goal in Context | Transfer money from a Group to an adjacent Group | |
| Scope & Level | Affects the user | |
| Preconditions | Player must have chosen to take a regular action | |
| Success End Condition | Money has been transferred to an adjacent Group | |
| Failed End Condition | Money was transferred to a non-adjacent Group | |
| Primary Actors | User (Player) | |
| Secondary Actors | System, Group | |
| Trigger | The “Regular Action” option is chosen in the menu | |
| DESCRIPTION | Step | Action |
| 1 | User chooses “Regular Action” |
| 2 | User chooses which adjacent Group to transfer money to |
| 3 | User decides how much money to transfer |
| 4 | System transfers money to chosen Group |
| 5 | Adjacent Group receives money |
| EXTENSIONS | Step | Branching Action |
| 1a | User chooses to transfer money a second time |
| 1a.1 | Rejoin step 1 |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | If User runs out of money to transfer, system does not transfer money |
| 2 | If User runs out of turns to transfer money, system moves on to next player |
| RELATED INFORMATION | Use Case #26 | |
| Priority: | Medium | |
| Performance | 3 hrs. | |
| Frequency | During any player’s turn | |
| Channels to actors | N/A | |
| OPEN ISSUES | Menus must be finished beforehand; Use Case #8 must be finished | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | Use Case #8 | |
| Subordinates | N/A | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 11, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #27 | | Spend Money To attack |
| Goal in Context | | Spending money to improve chances of attack. . |
| Scope & Level | | n/a |
| Preconditions | | Player must have decided to attack as an action. |
| Success End Condition | | Player improved his chances by spending the money |
| Failed End Condition | | N/A |
| Primary Actors | | User |
| Secondary Actors | | Card |
| Trigger | | Player decided to improve his chances of winning |
| DESCRIPTION | Step | Action |
| 1 | Player decided to improve his chances by spending money. |
|  | 2 | Each Megabucks of money spent adds 1 point of Power to the attack. |
| EXTENSIONS | Step | Branching Action |
| 1a | All the transferable money must be added before any money spent |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| RELATED INFORMATION | Spend Money to Attack | |
| Priority: | n/a | |
| Performance | n/a | |
| Frequency | Sometimes | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | n/a | |
| ...any other management information... | n/a | |
| Superordinates | n/a | |
| Subordinates | n/a | |
| AUTHOR | AC | |
| Create date | June 13, 2019 | |
|  |  | |

|  |  |  |
| --- | --- | --- |
| USE CASE #28 | | Spend Money to Defend |
| Goal in Context | | Defender can counter an attack by spending his own money |
| Scope & Level | | n/a |
| Preconditions | | Player must have decided to defend an attack as an action. |
| Success End Condition | | Player defends the attack by spending the money |
| Failed End Condition | | N/A |
| Primary Actors | | User |
| Secondary Actors | | Card |
| Trigger | | Pn/a |
| DESCRIPTION | Step | Action |
| 1 | Player can counter an attack by spending his own money if the defending group is controlled by another group. |
|  | 2 | Resistance to that attack will increase by 2 for each MegaBucks spent. |
| EXTENSIONS | Step | Branching Action |
| 1a | N/A |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| RELATED INFORMATION | Spend Money to Defend | |
| Priority: | n/a | |
| Performance | n/a | |
| Frequency | Sometimes | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | n/a | |
| ...any other management information... | n/a | |
| Superordinates | n/a | |
| Subordinates | n/a | |
| AUTHOR | AC | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #29 | Gift money | |
| Goal in Context | Money may be transferred between people | |
| Scope & Level |  | |
| Preconditions | When player needs money to perform certain actions on another player or group | |
| Success End Condition | Player ends up with more money on illuminati card | |
| Failed End Condition | Player dose not get gift | |
| Primary Actors | player | |
| Secondary Actors | Player2 | |
| Trigger | Whenever player wants | |
| DESCRIPTION | Step | Action |
| 1 | Player gifts |
| 2 | Other players money increases |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
|  | Does not count as action |
| SUB-VARIATIONS | Step | Branching Action |
| 1 |  |
|  |  |
| RELATED INFORMATION | Gift money | |
| Priority: | low | |
| Performance | Quick 3-5 seconds | |
| Frequency | Whenever player wants | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #30 | Gift Special | |
| Goal in Context | Special card may be transferred between people | |
| Scope & Level |  | |
| Preconditions | When player needs special to perform certain actions on another player or group | |
| Success End Condition | Player ends up with more special | |
| Failed End Condition | Player dose not get special | |
| Primary Actors | player | |
| Secondary Actors | Player2 | |
| Trigger | Whenever player wants | |
| DESCRIPTION | Step | Action |
| 1 | Player gifts |
| 2 | Other players special increases power/advances |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
|  | Does not count as action |
| SUB-VARIATIONS | Step | Branching Action |
| 1 |  |
|  |  |
| RELATED INFORMATION | Gift special | |
| Priority: | low | |
| Performance | Quick 3-5 seconds | |
| Frequency | Whenever player wants | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #31 | Quit game | |
| Goal in Context | Quit game when asked by a player | |
| Scope & Level |  | |
| Preconditions | When a player needs to quit (ask other users to agree) | |
| Success End Condition | Quits game | |
| Failed End Condition | If one or more player does not want to quit fails quit | |
| Primary Actors | Player 1 | |
| Secondary Actors | Rest players | |
| Trigger | When a player wants to quit | |
| DESCRIPTION | Step | Action |
| 1 | When one player wants to quit |
| 2 | ask other players if they want to quit as well |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| 1 |  |
| RELATED INFORMATION | Quit game | |
| Priority: | high | |
| Performance | 3-5secs | |
| Frequency | Whenever player wants | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR |  | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #32 | Eliminate player | |
| Goal in Context | A player is eliminated if at any time after his third turn he controls no groups except his Illuminati. His money goes to bank. | |
| Scope & Level |  | |
| Preconditions | If the servants of Cthulhu destroy their own last group and in doing so achieve special goal; | |
| Success End Condition | Player gets eliminated | |
| Failed End Condition | Player does not get eliminated | |
| Primary Actors | player | |
| Secondary Actors | groups | |
| Trigger | When players turn | |
| DESCRIPTION | Step | Action |
| 1 | Check if player has 3rd turn and control no group |
| 2 | Check if servants destroy their own |
| EXTENSIONS | Step | Branching Action |
| 1a | : |
|  | n/a |
| SUB-VARIATIONS | Step | Branching Action |
| 1 |  |
|  | n/a |
| RELATED INFORMATION | Eliminate player | |
| Priority: | medium | |
| Performance | 3rd turn or whenever servants destroy their own | |
| Frequency | Not often | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #33 | Win game | |
| Goal in Context | Beat the other players and take the victory by getting to your goal | |
| Scope & Level | Affects the user | |
| Preconditions | Player must have eliminated all other players; or player must have reached their basic goal of number of controlled groups; or player must have reached their special goal | |
| Success End Condition | Player is last one standing; or player controls the maximum number of groups | |
| Failed End Condition | Player was eliminated or quit | |
| Primary Actors | User (Player) | |
| Secondary Actors | System | |
| Trigger | There are no more groups left to control and no other players left in the game | |
| DESCRIPTION | Step | Action |
| 1 | User wins the game |
| EXTENSIONS | Step | Branching Action |
| 1a | If user is the last one left: |
| 1a.1 | Rejoin step 1 |
| 1b | If player has reached their goal of maximum number of controlled groups: |
| 1b.1 | Rejoin step 1 |
| 1c | If player has reached a special goal: |
| 1c.1 | Rejoin step 1 |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | N/A |
| RELATED INFORMATION | Use Case #33 | |
| Priority: | Medium | |
| Performance | 1 hour | |
| Frequency | At the end of every game | |
| Channels to actors | N/A | |
| OPEN ISSUES | N/A | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | Use cases 35 – 42 | |
| Subordinates | Use Case 45 | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #34 | Bavarian Illuminati win | |
| Goal in Context | Win the game with the Bavarian Illuminati special goal. | |
| Scope & Level | n/a | |
| Preconditions | Player must own the Bavarian Illuminati card and have 35 total power points. | |
| Success End Condition | Player wins the game. | |
| Failed End Condition | Player doesn’t win the game. | |
| Primary Actors | Players (Users) | |
| Secondary Actors |  | |
| Trigger | Player controls a group and now has a total of 35 points. | |
| DESCRIPTION | Step | Action |
| 1 | Player has the Bavarian Illuminati card. |
| 2 | The player has controlled enough groups whose powers sum up to a total of 35 points. |
| 3 | Player wins and game ends. Use case ends. |
| EXTENSIONS | Step | Branching Action |
| 1a | none |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | Another player wins the game first. |
| RELATED INFORMATION | Bavarian Illuminati win | |
| Priority: | Medium priority | |
| Performance | n/a | |
| Frequency | Once | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 33 | |
| Subordinates | none | |
| AUTHOR | Michell Kuang | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #35 | Bermuda Triangle win | |
| Goal in Context | Win the game with the Bermuda Triangle special goal. | |
| Scope & Level | n/a | |
| Preconditions | Player must own the Bermuda Triangle card and control at least one of each alignment. | |
| Success End Condition | Player wins the game. | |
| Failed End Condition | Player does not win the game. | |
| Primary Actors | Players (Users) | |
| Secondary Actors |  | |
| Trigger | Player controls a group and now has one of each alignment. | |
| DESCRIPTION | Step | Action |
| 1 | Player has the Bermuda Triangle card. |
| 2 | The player has controlled at least one of each alignment. |
| 3 | Player wins and game ends. Use case ends. |
| EXTENSIONS | Step | Branching Action |
| 1a | none |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | Another player wins the game first. |
| RELATED INFORMATION | Bermuda Triangle win | |
| Priority: | Medium priority | |
| Performance | n/a | |
| Frequency | Once | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | Use case #1, 33 | |
| Subordinates | none | |
| AUTHOR | Michell Kuang | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #36 | Win with Discordian Society | |
| Goal in Context | Control five Weird Groups | |
| Scope & Level | Affects the user | |
| Preconditions | User must have a large enough card value to control a Weird Group | |
| Success End Condition | User has control over five Weird Groups | |
| Failed End Condition | User was not able to control five Weird Groups | |
| Primary Actors | User (Player) | |
| Secondary Actors | System | |
| Trigger | The fifth Weird Group has been controlled by the same user | |
| DESCRIPTION | Step | Action |
| 1 | User gets control of their fifth Weird Group |
| 2 | System counts that user has controlled 5 Weird groups |
| 3 | User wins |
| EXTENSIONS | Step | Branching Action |
| 1a | N/A |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | N/A |
| RELATED INFORMATION | Use Case #36 | |
| Priority: | Medium | |
| Performance | 1 hr. | |
| Frequency | Whenever a player can control 5 groups | |
| Channels to actors | N/A | |
| OPEN ISSUES | N/A | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | Use Case #33 | |
| Subordinates | N/A | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #37 | Win with Gnomes of Zurich | |
| Goal in Context | Collect 150 Megabucks (in the whole power structure’s treasuries) | |
| Scope & Level | Affects the user | |
| Preconditions | There must be enough money to collect from | |
| Success End Condition | User has collected their 150 MB | |
| Failed End Condition | User did not collect 150 MB | |
| Primary Actors | User (Player) | |
| Secondary Actors | System | |
| Trigger | When megabucks is 150 or more | |
| DESCRIPTION | Step | Action |
| 1 | User collects megabucks |
| 2 | System counts user’s megabucks |
| 3 | User has 150 Megabucks (in the whole power structure’s treasuries) |
| 4 | User wins |
| EXTENSIONS | Step | Branching Action |
| 1a | n/a |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | n/a |
| RELATED INFORMATION | Use Case #37 | |
| Priority: | Low | |
| Performance | 1 hr. | |
| Frequency | Whenever a user collects 150 MB | |
| Channels to actors | N/A | |
| OPEN ISSUES | N/A | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | Use Case #33 | |
| Subordinates | N/A | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #38 | The Network win | |
| Goal in Context | Collect 25 Points worth of transferable power including its own 7 points | |
| Scope & Level | N/a | |
| Preconditions | n/a | |
| Success End Condition | Collecting 25 points of transferable power. | |
| Failed End Condition | n/a | |
| Primary Actors | User | |
| Secondary Actors | Card | |
| Trigger | N/a | |
| DESCRIPTION | Step | Action |
| 1 | Special ability gets you a chance of getting good cards of all kinds and can provide excellent bargaining leverage. |
| EXTENSIONS | Step | Branching Action |
| 1a | Special goal is tough as few groups have a high Transferable Power. |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | n/a |
|
| RELATED INFORMATION | The Network win | |
| Priority: | Not Much | |
| Performance | 1-50 seconds approximately | |
| Frequency | As the player gets the turn | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | n/a | |
| ...any other management information... | n/a | |
| Superordinates | n/a | |
| Subordinates | n/a | |
| AUTHOR | ks | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #39 | **Servants of Cthulhu win** | |
| Goal in Context | To destroy eight violent groups to win | |
| Scope & Level |  | |
| Preconditions | None needed | |
| Success End Condition | Destroyed eight groups | |
| Failed End Condition | Could not destroy all eight hence no win | |
| Primary Actors | Player | |
| Secondary Actors | Cards to destroy | |
| Trigger | When you get that illuminati card | |
| DESCRIPTION | Step | Action |
| 1 | When other players want group destroyed for cash |
| 2 | +2 on an attempt to destroy any group |
| EXTENSIONS | Step | Branching Action |
| 1a | n/a |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | n/a |
|  |  |
| RELATED INFORMATION | Servants of Cthulhu win | |
| Priority: | low | |
| Performance | Whenever the requirements are completed | |
| Frequency | Sometimes | |
| Channels to actors |  | |
| OPEN ISSUES |  | |
| Due Date |  | |
| ...any other management information... |  | |
| Superordinates |  | |
| Subordinates |  | |
| AUTHOR | ks | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #40 | | Society of Assassins win |
| Goal in Context | | To control six violent groups to win |
| Scope & Level | | n/a |
| Preconditions | | User must own the Society of Assassins card. |
| Success End Condition | | Controlling six violent card and an attempt to neutralize an enemy-controlled Group |
| Failed End Condition | | N/A |
| Primary Actors | | User |
| Secondary Actors | | Card |
| Trigger | | N/A |
| DESCRIPTION | Step | Action |
| 1 | Building up a reverse of cash to increase your chances of getting good Violent groups as they come along |
|  | 2 | Collect them until you have six of them, the most violent cards are mafia and Texas. |
| EXTENSIONS | Step | Branching Action |
| 1a | N/A |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| RELATED INFORMATION | Society of Assassins win | |
| Priority: | n/a | |
| Performance | n/a | |
| Frequency | Sometimes | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | n/a | |
| Subordinates | n/a | |
| AUTHOR | AC | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #41 | UFOs win | |
| Goal in Context | Complete the goal task to win using its attack power. | |
| Scope & Level | n/a | |
| Preconditions | User must own the UFO card. | |
| Success End Condition | n/a | |
| Failed End Condition | N/A | |
| Primary Actors | User | |
| Secondary Actors | Card | |
| Trigger | N/A | |
| DESCRIPTION | Step | Action |
| 1 | Player Picks any of the seven goals and writes it on a piece of paper secretly. |
|  | 2 | Special ability of the card is to act twice aiding their power to the other powerful groups in players control |
| EXTENSIONS | Step | Branching Action |
|  | 1 | n/a |
| SUB-VARIATIONS | Step | Branching Action |
|  | 1 | n/a |
| RELATED INFORMATION | UFOs win | |
| Priority: | n/a | |
| Performance | n/a | |
| Frequency | Sometimes | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | n/a | |
| Subordinates | n/a | |
| AUTHOR | AC | |
| Create date | June 13, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #42 | View Rules | |
| Goal in Context | Display the rules to the user | |
| Scope & Level | Affects the user | |
| Preconditions | User must have chosen to view the rules of the game | |
| Success End Condition | The rules were displayed to the user in a way that is easy for them to understand | |
| Failed End Condition | The rules were not displayed or were confusing for user | |
| Primary Actors | User (Player) | |
| Secondary Actors | System | |
| Trigger | The “View Rules” option was chosen in the menu | |
| DESCRIPTION | Step | Action |
| 1 | User chooses “View Rules” |
| 2 | User is displayed the rules of the game |
| EXTENSIONS | Step | Branching Action |
| 1a | n/a |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | N/A |
| RELATED INFORMATION | Use Case #42 | |
| Priority: | High | |
| Performance | 2 hrs. | |
| Frequency | Whenever a user would like to reference the rules of the game | |
| Channels to actors | N/A | |
| OPEN ISSUES | N/A | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | Use Case #1 | |
| Subordinates | N/A | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #43 | Open and run game | |
| Goal in Context | The program should run when the user opens the game | |
| Scope & Level | Affects the user | |
| Preconditions | User must have a Java IDE installed on their computer; User must have the game’s program source code in Java | |
| Success End Condition | The program opens and runs successfully with no errors | |
| Failed End Condition | The program fails to open or displays errors | |
| Primary Actors | User (Player) | |
| Secondary Actors | System | |
| Trigger | The Java IDE is opened, and program is run | |
| DESCRIPTION | Step | Action |
| 1 | User opens Java IDE |
| 2 | User gets game source code in Java |
| 3 | User runs the program |
| EXTENSIONS | Step | Branching Action |
| 1 | If user does not have Java IDE: |
| 1a | User installs Java IDE and rejoin step 2 |
| 2 | If user already has source code in Java |
| 2a | Rejoin step 3 |
| SUB-VARIATIONS | Step | Branching Action |
| 1 | If user does not have Java IDE installed, program will not run |
| 1.1 | If user does not have the game source code in Java, program will not run and game will not open |
| RELATED INFORMATION | Use Case #43 | |
| Priority: | High | |
| Performance | 1 hr. | |
| Frequency | At the start of every game | |
| Channels to actors | N/A | |
| OPEN ISSUES | The user must have Java IDE installed | |
| Due Date | July 03, 2019 | |
| ...any other management information... | N/A | |
| Super ordinates | N/A | |
| Subordinates | Use Cases #1 - 45 | |
| AUTHOR | Yosselin Velasco | |
| Create date | June 12, 2019 | |

|  |  |  |
| --- | --- | --- |
| USE CASE #44 | Player closes game | |
| Goal in Context | Player decided to leave the game. | |
| Scope & Level | n/a | |
| Preconditions | Player has game open. | |
| Success End Condition | Game is closed. | |
| Failed End Condition | N/A | |
| Primary Actors | User | |
| Secondary Actors |  | |
| Trigger | Player wants to leave the game. | |
| DESCRIPTION | Step | Action |
| 1 | Player can exit the game whenever they want by either closing the game console or exit out of the current game. |
| EXTENSIONS | Step | Branching Action |
| 1a | N/A |
|  |  |
| SUB-VARIATIONS | Step | Branching Action |
| RELATED INFORMATION | Player Closes the game | |
| Priority: | n/a | |
| Performance | n/a | |
| Frequency | Sometimes | |
| Channels to actors | n/a | |
| OPEN ISSUES | n/a | |
| Due Date | 7/3/19 | |
| ...any other management information... | n/a | |
| Superordinates | n/a | |
| Subordinates | n/a | |
| AUTHOR | Anshul Chauhan | |
| Create date | June 13, 2019 | |