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Use Cases/ UML Document

USE CASE 1	Start New Game	
Goal in Context	User is able to start and enter how many characters	
Scope & Level	Level: beginning, Important	
Preconditions	Game is at its start screen	
Success End Condition	User can start and pick char	
Failed End Condition	The game is not played and no character is picked	
Primary Actors	Setup buttons, screen change actors/sprites	
Secondary Actors	Coplayers	
Trigger	Start button	
DESCRIPTION	Step	Action
	1	Start screen comes up
	2	play button appears and pressed
	3	Number of players screen comes up
	4	User presses either “Up to 4 players” or “Up to 6 players”
	5	Game mode is set up to either mode
	6	User is asked to put the exact number of players
	7	Choose monster screen comes up

EXTENSIONS	<i>Step</i>	<i>Branching Action</i>
	1a	“Up to 4 players” button is pressed, the game is set to “Tokyo City”
	1b	“Up to 6 players” button is pressed, the game is set to “Tokyo City and Bay”
RELATED INFORMATION		
Priority:	High level Priority	
Performance	Must have not glitches and iterate through steps easily	
Frequency	Once per game	
Due Date	November 22, 2019	
Superordinates	Gisselle	
Subordinates	Brooke, Frankie, Lauren	
AUTHOR	cmh	
Create date	October 8, 2019	

USE CASE 2	Choose Character	
Goal in Context	User is able to start and play the game	
Scope & Level	High level in importance	
Preconditions	Number of players is already set up	
Success End Condition	Each player has their own monster and is ready to start game	
Failed End Condition	The game is not played and no character is picked	
Primary Actors	user	
Secondary Actors	Coplayer	
Trigger	“Choose Monster” page	
DESCRIPTION	Step	Action
	1	“Choose Monster” screen appears
	2	“Monster” Cards for every monster character appear
	3	User clicks preferred monster character
	4	Chosen monster is associated with player
	5	Chosen monster card is no longer in consideration and disappears
	6	Actions 1-5 are repeated until every player has a monster associated with them
RELATED INFORMATION		
Priority:	Very high priority	
Performance	Must not glitch and iterate through screens seamlessly	

Frequency	Iterates the amount of times as players there are
Due Date	November 22, 2019
Superordinates	Gisselle
Subordinates	Brooke, Frankie, Lauren
AUTHOR	Gisselle
Create date	October 19, 2019

USE CASE 3	Winner Determined	
Goal in Context	Winner is determined and game is ended	
Scope & Level	High level of importance	
Preconditions	Game has been played	
Success End Condition	Winner is announced and game play has ceased	
Failed End Condition	Winner is not announced and game play has not ceased	
Primary Actors	Game loop	
Secondary Actors	Coplayers	
Trigger	A player's score reaching 20	
DESCRIPTION	Step	Action
	1	A play has reached a score of 20 before anyone else
	2	All turns cease
	3	Winner screen appears

	4	Winner is displayed in a large font on top on screen
	5	Other players are displayed in ascending order based on amount of point
	6	“Done” button at the bottom of the screen is pressed
	7	“Start” screen appears
RELATED INFORMATION		
Priority:	High level priority	
Performance	Must not glitch and screen/actions must appear seamlessly	
Frequency	Appears once per game	
Due Date	November 22, 2019	
Superordinates	Gisselle	
Subordinates	Brooke, Frankie, Lauren	
AUTHOR	Gisselle	
Create date	October 19, 2019	

USE CASE 4	Roll Dice
Goal in Context	The goal is for the user to get closer to winning the game or hinder another player’s ability to win the game.
Preconditions	The user has one or more lives
Success End Condition	The user will receive either victory points, energy, the ability to smash another monster, or heal themselves.

Failed End Condition	The user will remain in the same state they were before their turn	
Primary Actors	user	
Secondary Actors	The other users or CPU	
Trigger	The start of user's turn	
DESCRIPTION	Step	Action
	1	Roll all six dice
	2	Evaluate dice and set aside any dice you would like to keep
	3	Roll the remaining dice
	4	Evaluate dice again and set aside any dice you would like to keep
	5	Roll the remaining dice
	6	Resolve dice
EXTENSIONS	Step	Branching Action
	3a - 5a	User decides to not reroll
		3a.1: user resolves dice
	6b	An opponent uses Psychic Probe card
		6b.1: user must reroll one die of the card owner's choice
		6b.2: user resolves dice
RELATED INFORMATION		Rolling dice
Priority:		critical
Performance		A few seconds
Frequency		Every turn
Channels to actors		interactive
OPEN ISSUES		
Due Date		November 22, 2019
any other management information...		

Superordinates	Using power cards
Subordinates	
<i>AUTHOR</i>	Lauren
Create date	October 20, 2019

USE CASE 5	Attack another player	
Goal in Context	Force another player to lose lives	
Preconditions	The user must roll a smash and there must be a monster in Tokyo	
Success End Condition	Opponent's monster loses lives	
Failed End Condition	Opponent's monster doesn't lose any lives	
Primary Actors	user	
Secondary Actors	Other users or CPU	
Trigger	User finishes rolling dice and is resolving their dice	
<i>DESCRIPTION</i>	<i>Step</i>	<i>Action</i>
	<i>1</i>	User decides to attack monster in Tokyo
	<i>2</i>	Number of smashes user is resolving equals the amount of life points monster in Tokyo loses
	<i>3</i>	Continue to resolve dice or end turn
<i>EXTENSIONS</i>	<i>Step</i>	<i>Branching Action</i>
	<i>3a</i>	Monster in Tokyo decides to yield
		3a.1: monster in Tokyo leaves Tokyo
		3a.2: user's monster enters Tokyo
		3a.3: user gains a victory point
		3a.4: user continues to resolve dice or end turn

<i>SUB-VARIATIONS</i>	<i>Step</i>	<i>Branching Action</i>
	<i>1a – 2a</i>	User's monster is in Tokyo
		1a.1: monster in Tokyo decides to attack all other players or just one player
		1a.2: number of smashes user is resolving equals amount of life points the monster(s) lose
		1a.3: user continues to resolve dice or end turn
<i>RELATED INFORMATION</i>		Attack another player
Priority:		critical
Performance		A few seconds
Frequency		Every turn
Channels to actors		interactive
<i>OPEN ISSUES</i>		
Due Date		November 22, 2019
...any other management information...		
Superordinates		Rolling dice, using power cards
Subordinates		
<i>AUTHOR</i>		Lauren
Create date		October 20, 2019

USE CASE 6	Healing by resolving dice
Goal in Context	To gain one or more lives

Preconditions	The user has less than 10 lives, rolled at least one heart during their turn, and is not in Tokyo	
Success End Condition	The user successfully gained one or more lives	
Failed End Condition	The user didn't earn any lives	
Primary Actors	user	
Secondary Actors	Other users or CPU	
Trigger	User finishes rolling dice and is resolving their dice	
DESCRIPTION	Step	Action
	1	User decides to heal their monster
	2	The amount of hearts they rolled equals the amount of life points they gain
	3	Continue to resolve dice or end turn
RELATED INFORMATION	Healing by resolving dice	
Priority:	critical	
Performance	A few seconds	
Frequency	Every turn	
Channels to actors	interactive	
OPEN ISSUES		
Due Date	November 22, 2019	
...any other management information...		
Superordinates	Rolling dice, using power cards	
Subordinates		
AUTHOR	Lauren	
Create date	October 20, 2019	

USE CASE 7	Earning victory points by resolving dice	
Goal in Context	To gain victory points	
Preconditions	The user has less than 20 victory points and rolled at least 3 of the same number during their turn	
Success End Condition	The user gains 1 or more victory points	
Failed End Condition	User doesn't gain any victory points	
Primary Actors	user	
Secondary Actors	Other users or CPU	
Trigger	The user finishes rolling dice and is resolving dice	
DESCRIPTION	Step	Action
	1	VP gained by user equals the number that they have three of
	2	Continue to resolve dice or end turn
EXTENSIONS	Step	Branching Action
	1a	User has more than 3 of the same number
		1a.1: user get an extra VP for every extra number they have
		1a.2: continue to resolve dice or end turn
	2b	User reaches 20 VP
		2b.1: user wins game
RELATED INFORMATION		Earning VP by resolving dice
Priority:		critical
Performance		A few seconds

Frequency	Every turn
Channels to actors	Interactive, database
<i>OPEN ISSUES</i>	
Due Date	November 22.2019
...any other management information...	
Superordinates	Rolling dice, using power cards
Subordinates	
<i>AUTHOR</i>	Lauren
Create date	October 20, 2019

USE CASE 8	Earning energy by resolving dice	
Goal in Context	To gain energy	
Preconditions	User rolled at least one energy during their turn	
Success End Condition	The user gained energy cubes	
Failed End Condition	User didn't earn any energy	
Primary Actors	user	
Secondary Actors	Other users or CPU	
Trigger	User is resolving their dice	
<i>DESCRIPTION</i>	<i>Step</i>	<i>Action</i>

	1	Energy gained by user equals the number of energies they are resolving
	2	Continue to resolve dice or end turn
RELATED INFORMATION		Earning energy by resolving dice
Priority:		critical
Performance		A few seconds
Frequency		Every turn
Channels to actors		interactive
OPEN ISSUES		
Due Date		November 22, 2019
...any other management information...		
Superordinates		Rolling dice, buying power cards, using power cards
Subordinates		
AUTHOR		Lauren
Create date		October 20, 2019

USE CASE 11	Buying Power Cards
Goal in Context	For the user to buy power cards using energy cubes.
Scope & Level	
Preconditions	Player has entered Tokyo if empty and has desired amount of energy cubes.
Success End Condition	User buys one or more of the three face-up power cards.
Failed End Condition	User doesn't have enough energy cubes to buy any of the power cards available.
Primary Actors	User

Secondary Actors	Coplayer	
Trigger	When Tokyo is occupied and the required energy cubes are gained to spend on a desired power card(s).	
DESCRIPTION	Step	Action
	1	User adds up the amount of energy cubes they have collected.
	2	User chooses which power cards he/she wants to purchase.
	3	User determines if he/she has enough energy cubes to purchase desired power card.
	4	User trades expected number of energy cubes for desired power card.
	5	Replace power card immediately after purchase.
	6	Resolve purchased power card.
	7	User ends turn.
EXTENSIONS	Step	Branching Action
	4a-6a	Not enough energy cubes to buy power card.
	4a.1	Rejoin step 7.
	2b-6b	User does not desire any of the power cards.
	2b.1	Rejoin step 7.
	2c	User does not desire any of the power cards.
	2c.1	User spends 2 energy cubes to sweep all three face-up cards to the discard.
	2c.2	User reveals three new power cards from the deck.
	2c.3	Rejoin at step 3.
	7d	User desires another power card.
	7d.1	Rejoin at step 1.
RELATED INFORMATION	Buying Power Cards	

Priority:	Critical
Performance	Every user turn until the game is over.
Frequency	Once a turn.
Channels to actors	Interactive
OPEN ISSUES	
Due Date	November 22, 2019
...any other management information...	
Superordinates	Using Power Cards
Subordinates	
AUTHOR	Brooke Engelking
Create date	October 19, 2019

USE CASE 12	View Game Stats	
Goal in Context	View all player information	
Scope & Level		
Preconditions	At least one player in the game	
Success End Condition	All stats displayed	
Failed End Condition		
Primary Actors	Player	
Secondary Actors	All other players	
Trigger		
DESCRIPTION	Step	Action
	1	Enter Pause menu
	2	Click "view player status"

	3	Display power cards, life points, and energy cubes of each player
RELATED INFORMATION		
Priority:	Minor	
Performance		
Frequency		
Channels to actors		
OPEN ISSUES		
Due Date	November 22, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Frankie English	
Create date	October 17, 2019	

USE CASE 13	Using Power Cards
Goal in Context	Use the power card(s) purchased during current players turn.
Scope & Level	
Preconditions	User collects power card(s) and Tokyo is occupied.
Success End Condition	Power card is in effect
Failed End Condition	No power cards to play
Primary Actors	User
Secondary Actors	Couser
Trigger	Power card(s) purchased

DESCRIPTION	Step	Action
	1	Power card effect is immediately resolved after purchase.
	2	Power card is discarded as soon as it has been used.
EXTENSIONS	Step	Branching Action
	1a-2a	Power Card is a keep card:
	1.a1	Power Card stays active throughout the entirety of the game.
	1.a2	Power Card is discarded at the end of the game
SUB-VARIATIONS	Step	Branching Action
	1a	‘Smoke Cloud’ Power Card is played:
	1a.1	Three counters are given to the user.
	1a.2	User spends counters for an extra reroll.
	1a.3	When all three counters are used, Power Card is discarded.
	1b	‘Plot Twist’ Power Card is played:
	1b.1	Change one of your dice to any result.
	1b.2	Discard Power Card when used.
	1c	Couser plays ‘Parasitic Tentacle’ Power Card on one of users Power Cards:
	1c.1	User agrees to couser's purchase request.
	1c.2	Couser pays user the energy cost of the Power Card.
	1c.3	User discards Power Card to couser.
	1d	‘Metamorph’ Power Card is Played:
	1d.1	Discard any Power Card previously purchased and still in effect
	1d.2	Recoup the cost of the discarded Power Card(s) in energy.

	1e	'It has a child' Power Card is played:
	1e.1	Reset Victory Points to zero and Heart to 10.
	1e.2	Discard all power cards accumulated.
RELATED INFORMATION	Using Power Cards	
Priority:	Critical	
Performance	The amount of power cards bought during the users turn	
Frequency	Every turn	
Channels to actors	Interactive	
OPEN ISSUES		
Due Date	November 22, 2019	
...any other management information...		
Superordinates	Buying Power Cards	
Subordinates		
AUTHOR	Brooke Engelking	
Create date	October 20, 2019	

USE CASE 14	End
Goal in Context	Game to show winner and stop gameplay
Scope & Level	
Preconditions	Game already set in motion

Success End Condition	Game play stops. Winner and score is displayed	
Failed End Condition	Game does not end	
Primary Actors	user	
Secondary Actors	coplayers	
Trigger	When winner is determined	
DESCRIPTION	Step	Action
	1	All but one player remains in the game
	2	Game ends
	3	

USE CASE 17	Tokyo
Goal in Context	Stay in Tokyo as long as possible
Scope & Level	
Preconditions	Player rolls the first claw or is swapped into tokyo
Success End Condition	
Failed End Condition	None

Primary Actors	Player	
Secondary Actors	All other players	
Trigger	Being the first to roll a claw dice/getting swapped by another player	
DESCRIPTION	Step	Action
	1	Roll the first claw dice of the game
	2	Attack
	3a	Retreat
	3b	Swap
	3c	Stay
EXTENSIONS	Step	Branching Action
	1a	Enter Tokyo
	1b	Gain one victory point
	2a	attacks all other monsters
	2b	Be attacked — all other players attacks are directed at you while in tokyo
	3b.A	You leave Tokyo and the attacking player then enters tokyo
	3a.A	Leave Tokyo after taking damage, maintain points gained
	3c.A	gain two victory points
RELATED INFORMATION		
Priority:	High priority	
Performance	Once a turn	
Frequency	Every turn	
Channels to actors		
OPEN ISSUES		
Due Date	November 22, 2019	
...any other management information...		
Superordinates		
Subordinates		
AUTHOR	Frankie English	

Create date	October 10, 2019
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