

Ankalu

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Use-Case Specification: Change Music

Version 1.1

Revision History

Date	Version	Description	Author
30.10.2016	1.0	Description Use Cases	Katharina-Maria Heer, Andre Harbrecht
30.10.2016	1.0	Activity Diagram	Katharina-Maria Heer
30.10.2016	1.0	Mock Ups	Katharina-Maria Heer
30.10.2016	1.0	Summary	Katharina-Maria Heer, Luka Kröger

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Use-Case Specification: Change Music

1. Use Case Description

1.1 Name

Change Music

1.2 Actors

User

1.3 Goals

The actor wants to change the music, which is playing during the game.

1.4 Preconditions

The music is set with the standard settings (Tetris Melodie).

1.5 Summary

If the user wants to change the music which is playing during the actual game, he must open the settings menu and afterwards to the music settings. Now he's able to change the music out of different offered sounds.

1.6 Related Use Cases

The music is played during the game.

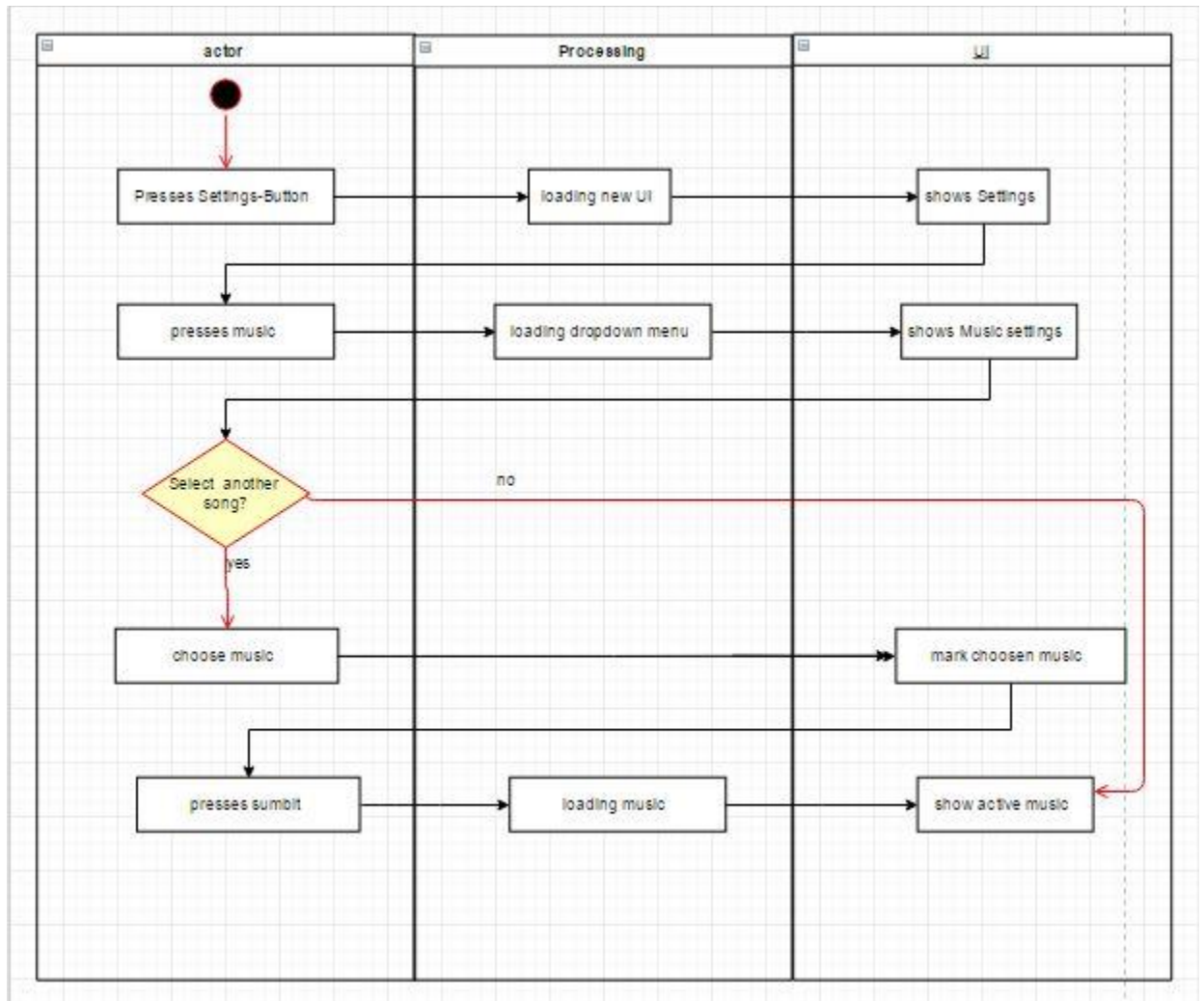
1.7 Steps

Steps	Descriptions
Open Settings menu	With one click on the Settings Button you can open the corresponding menu
Open Music Settings	In the settings menu, you can find 4 Buttons. With one click on the "Music" Button you go to the Music Settings
Click on your preferred Music	Now you find a list with offered sounds. All the user must do is to click on the preferred sound he wants to hear during the game.
Click on the Select Button	With a click on the Select Button the Music is now officially selected and will play during the game.

1.8 Postconditions

Now the user can listen to his preferred music in every game mode.

2. Activity Diagram



3. Mock-Ups

