

**Ankalu**

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# **Use-Case Specification: Play Standard Game**

**Version 1.1**

**Revision History**

<b>Date</b>	<b>Version</b>	<b>Description</b>	<b>Author</b>
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

## **Table of Contents**

### Use Case Description

Use Case Name

Actors

Goals

Preconditions

Summary

Related Use Cases

Steps

Postconditions

### Activity Diagram

### Mock-Ups

## Use-Case Specification: Play Standard Game

### 1. Use Case Description

#### 1.1 Name

Play Standard Game

#### 1.2 Actors

User

#### 1.3 Goals

The actor wants to play the standard Tetris game.

#### 1.4 Preconditions

The User starts at the main menu.

#### 1.5 Summary

If the user wants to play the standard Tetris game, he has to click on the Play button on the main menu. After that the User Interface with the game opens. Now he has to click on the start button to start the game. It works like the normal Tetris game, if the user presses the left arrow, the block moves to the left, if he presses the right arrow, the block moves to the right, if he presses the up arrow the block rotates and if he presses the down arrow the block moves down. The actor should try to complete a row with the blocks, so a row can disappear and when a block touches the upper border of the interfaces the game is over.

#### 1.6 Related Use Cases

The look of the game is related to the design the user choosed and the music which is playing to the music he choosed.

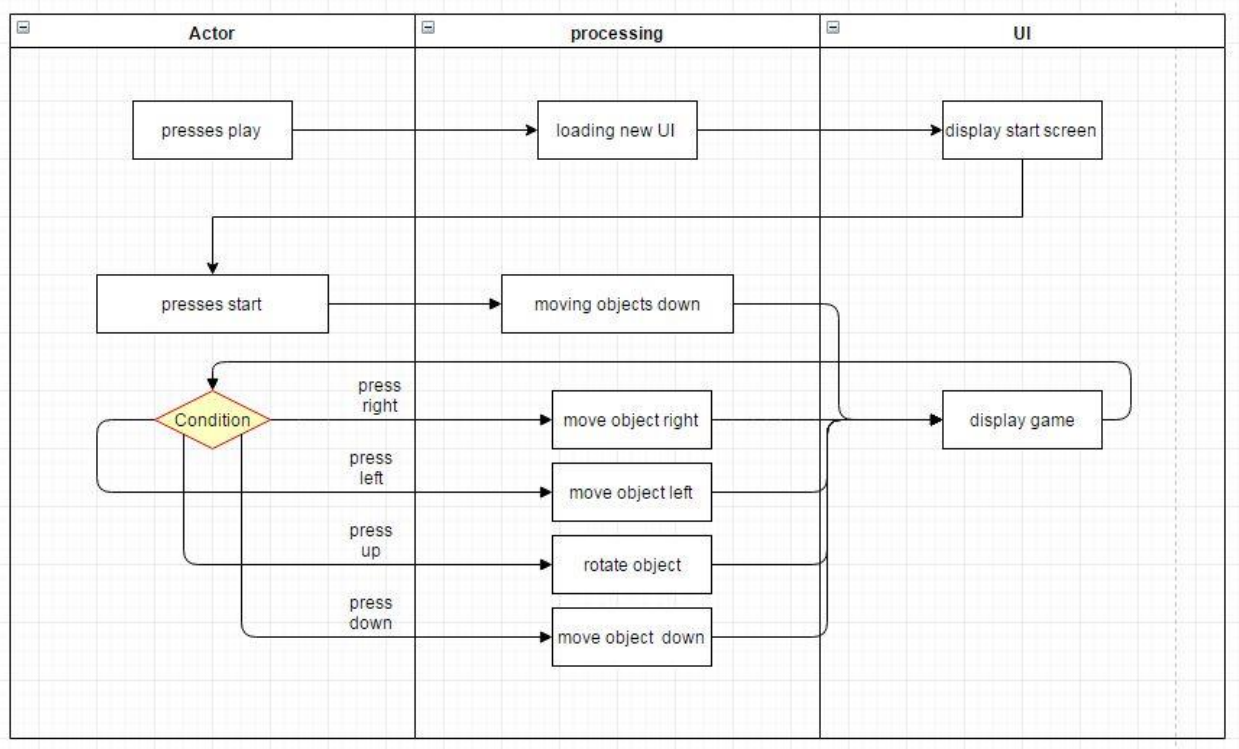
#### 1.7 Steps

Steps	Descriptions
Click on Play Button	With one click on the Play Button the User Interface for the game itself opens.
Click on Start Button	With a click on the start Button the game starts to play, which means that tetris blocks begin to fall down.
Play game	Now the User can play the game, like its described in the summery

#### 1.8 Postconditions

The actor can play the game.

## 2. Activity Diagram



### 3. Mock-Ups

