

**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,<br>André Harbrecht |
| 30.10.2016 | 1.0     | Activity Diagram      | Luka Kröger                              |
| 30.10.2016 | 1.0     | Mock Ups              | Luka Kröger                              |
| 01.11.2016 | 1.0     | Summary               | Katharina-Maria Heer,<br>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 standart settings.

#### **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. If he wants to listen to the offered music he can add music by himself.

#### **1.6 Related use cases**

(n/a)

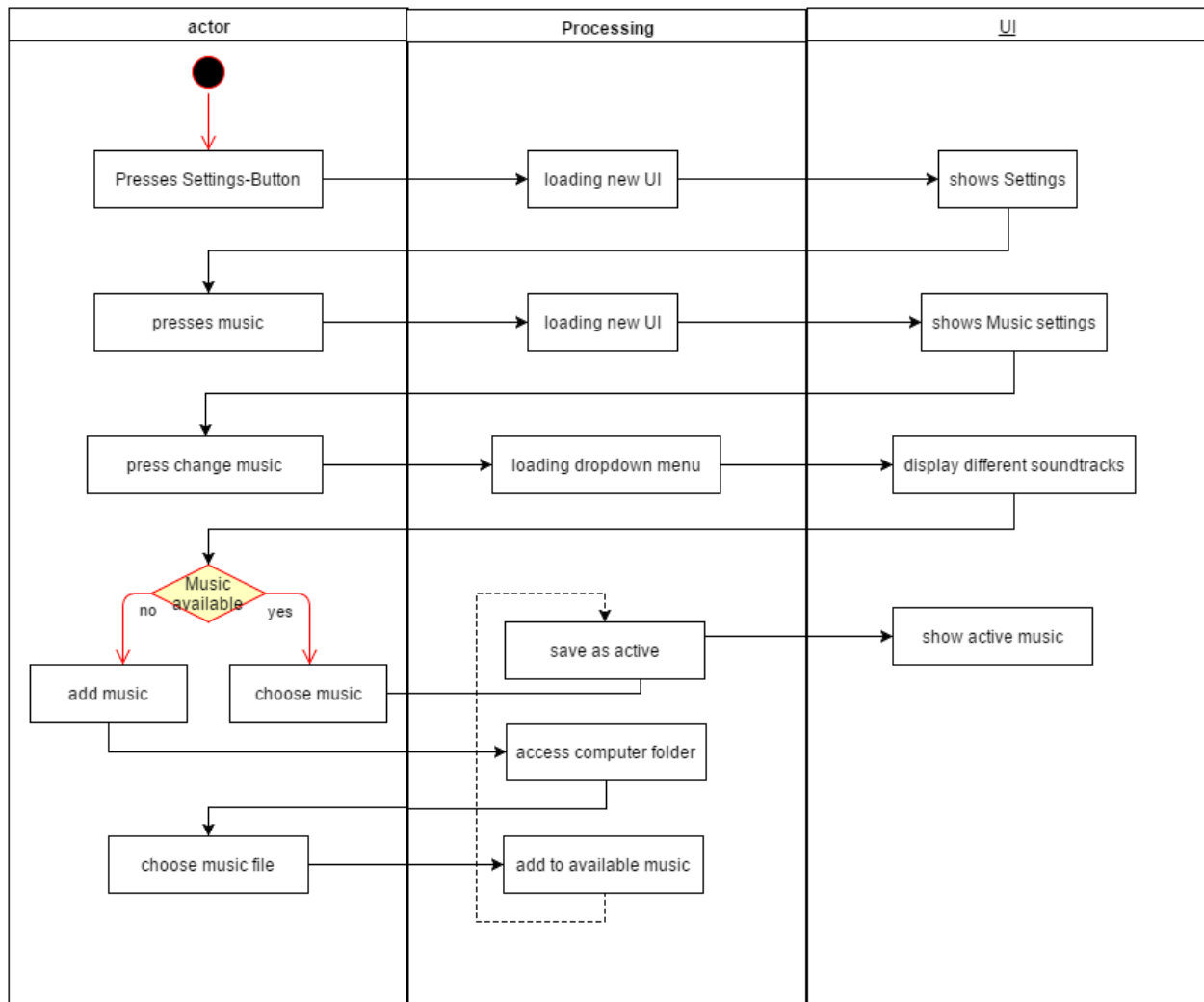
#### **1.7 Steps**

| 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 and right next to each a checkbox. All the user must do is to click on the checkbox with the preferred sound he wants to hear during the game. |
| Add Music                     | If the user doesn't want to listen to the offered music, he can also add music by himself with a click on the "Add Music" Button.  |

#### **1.8 Postconditions**

Now the user can listen to his preferred music in every game mode, except for the Epilepsy mode.

## 2. Activity Diagram



### 3. Mock-Ups

