

Ankalu

Ankalu

Use-Case Specification: Manage Highscore

Version 1.1

Revision History

| Date | Version | Description | Author |
|------------|---------|-----------------------|--|
| 30.10.2016 | 1.0 | Description Use Cases | Katharina-Maria Heer, 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, 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: Manage Highscore

1. Use Case Description

1.1 Name

Manage Highscore

1.2 Actors

User

1.3 Goals

Look at the highscore and delete the highscore history.

1.4 Preconditions

The game automatically writes a highscore list.

1.5 Summary

If the User wants to view or delete the high score he must click on the Highscore Button after the game started. There he can find the high score list, which he can delete with a click on the highscore button.

1.6 Related use cases

(n/a)

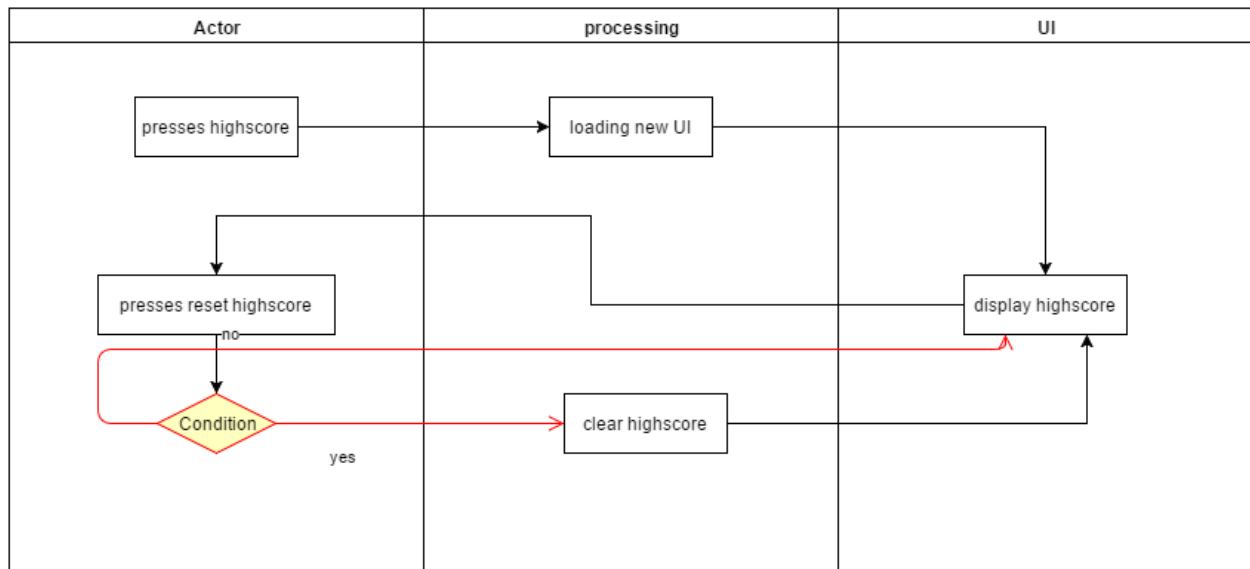
1.7 Steps

| Steps | Descriptions |
|---------------------------------|--|
| Click on the "Highscore" Button | If the user wants to look at the high score list, he must click on the "Highscore" Button at the beginning of the Application. |
| Delete Highscore | If the User wants to delete the High score list, he must click on the "Delete Highscore" Button. |

1.8 Postconditions

The application still adds new high scores to the list, or creates one after the game is played.

2. Activity Diagram



3. Mock-Ups

