

Software Engineering Group Project

User Interface Specification, Use Case Document

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1 INTRODUCTION

1.1 Purpose of this Document

This document describes the main use cases of the system. It should be read in the context of the Group Project, taking into account the JoggleCube Requirments Specification [1]

1.2 Scope

This document covers who the typical users of the system are, their needs, use cases and any errors they may come accross.

The document should be read by the developers working on implementing the system.

1.3 Objectives

This Document aims to:

- define who the users of the system are.
- identify their specific needs.
- explain the use cases of the system for each type of user.
- identify possible error conditions and what is to be done about them.

2 Typical Users

2.1 Second Year Computer Science Students

As described in the JoggleCube Requirments Specification [1], these users are familiar with standard softwrae tools, and with WIMP software. They are by default, quite lazy, and so the software should provide the indicated features with the fewest possible mouse movements and keystrokes.

3 Use Cases

4 Error Conditions

REFERENCES

- [1] *Software Engineering Group Projects* JoggleCube Game Requirments Specification. C. J. Price SE.QA.CSRS. 1.0 Release.

DOCUMENT HISTORY

Version	CCF No.	Date	Changes made to Document	Changed by
0.1	N/A	2018-02-01	Initial creation	NAW21
0.1.1	N/A	2018-02-02	Begun writing the introduction and Typical Users Section	NAW21