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| Name: | Learn Rhythms |
| Summary: | User taps the screen rhythmically matching the displayed music notation |
| Version: | 1.0 |
| Actor: | Any user |
| Preconditions: | 1. System displays the name of the app 2. System displays music notation |
| Triggers: | User selects the screen |
| Main Success Scenario: | 1. System displays music notation 2. System displays the timer 3. User selects the screen rhythmically 4. System displays “correct!” if user matched the music notation displayed or system displays “wrong!” if user did not match the music notation displayed 5. System displays new rhythmic music notation 6. System displays “Game Over” when the timer stops 7. System displays the score |
| Post Conditions: | 1. System displays final score 2. System displays game levels |
| Business Rules: |  |
| Notes: |  |
| Author: | Brian Perry |
| Date: | November 10, 2016 |

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| --- | --- |
| Name: | Launch App |
| Summary: | Open the game application |
| Version: | 1.0 |
| Preconditions: | System displays the application icon |
| Triggers: | User selects the app icon |
| Main Success Scenario: |  |
| Alternative Success Scenarios: |  |
| Post Conditions: | 1. System displays the name of the app 2. System displays music notation |
| Business Rules: | N/A |
| Notes: | If app is still opened, it displays previous score and level |
| Author: | Brian Perry |
| Date: | November 10, 2016 |