Use Case: Object Moves

Actors: Physics System (initiator), Graphics Interface

Description: Physics System causes an object to move, and the Graphics Interface then updates the position.

Cross Ref.: FR1i, NFR1i

Use Cases: no prior use-case

_____

Use Case: Object Collision

Actors: Physics System (initiator), Graphics Interface

Description: Physics System causes an object to move, and the object collides with another object or boundary.

Cross Ref.: FR1i, NFR1i

Use Cases: Physics System must have completed Object Moves use-case.

_____

Use Case: Position Updated

Actors: Physics System (initiator), Graphics Interface

Description: Physics System moves or collides with object. Object's Position is updated by Graphics Interface.

Cross Ref.: FR1i, NFR1i

Use Cases: Physics System must have completed either Object Moves or Object Collision use-case.

_____

Use Case: with object

Actors: Physics System (initiator), Graphics Interface

Description: Physics System moves object, and the object collides with another object.

Cross Ref.: FR1i, NFR1i

Use Cases: Physics System must have completed Object Moves and Object Collision use-cases.

_____

Use Case: with boundary

Actors: Physics System (initiator), Graphics Interface

Description: Physics System moves object, and the object collides with a boundary.

Cross Ref.: FR1i, NFR1i

Use Cases: Physics System must have completed Object Moves and Object Collision use-cases.