
Dumb Dino Inc.

Cuadrado
Use-Case-Realization Specification

Version <1.0>

Cuadrado	Version: <1.0>
Use-Case-Realization Specification	Issue Date: <23/Oct/2022>
Use-Case-Realization Specification	

Revision History

Date	Version	Description	Author
22/OCT/2022	<1.0>	First Draft	Devin Setiawan John Zheng

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1. Introduction

1.1 Purpose

The purpose of this document is to provide diagrams and details to document and give a better image of how the software will work

1.2 Scope

The scope of this document is to provide an overview of the realizations for the use cases of Cuadrado.

*[A brief description of the scope of this **Use-Case Realization Specification**; what Use Case model(s) it is associated with, and anything else that is affected or influenced by this document.]*

1.3 Definitions, Acronyms, and Abbreviations

Python - Interpreted Programming Language

SM - Settings Module

WM - Window Module

*[This subsection provides the definitions of all terms, acronyms, and abbreviations required to properly interpret the **Use-Case Realization Specification**. This information may be provided by reference to the project's Glossary.]*

1.4 References

*[This subsection provides a complete list of all documents referenced elsewhere in the **Use-Case Realization Specification**. Identify each document by title, report number (if applicable), date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document.]*

1.5 Overview

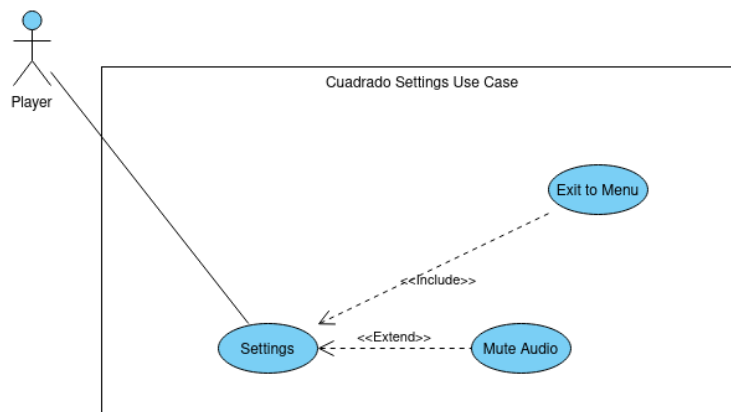
The Use-Case Realization document describes use cases in terms of their flow of events, participating objects, and corresponding diagrams.

2. USE CASE <Settings>

2.1 Flow of Events - Design

Upon the start of the game, the user goes to the settings screen and selects from the various options that change the game behavior or exit back to the main menu. The Setting Module waits for a change from the Window Module and toggles the desired change.

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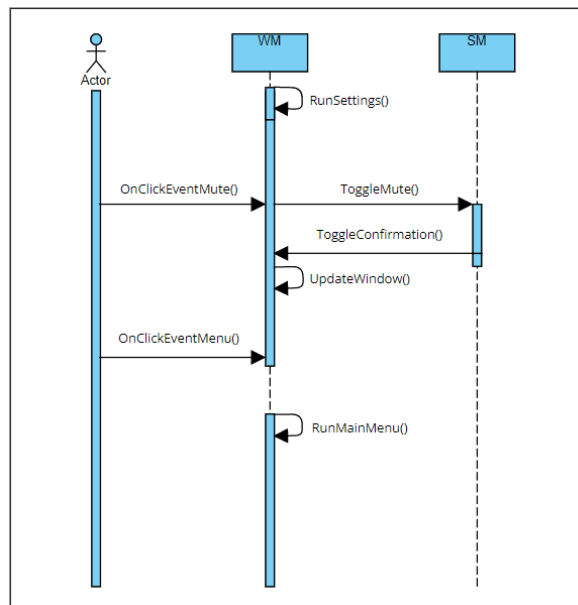


2.2 Interaction Diagrams

- WM check for input
- SM change the settings
- WM update UI

2.2.1 Sequence Diagrams

The Sequence Diagram shows how the various Actors and Objects exchange messages in the use-case <Settings>.



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2.2.2 Participating objects

The following objects define the use-case <settings>:

- SM: This object interact with the properties file in order to change the behavior of the game.
- WM: This object is responsible for calling instances of the UI to be displayed.

3. USE CASE <Play>

3.1 Flow of Events - Design

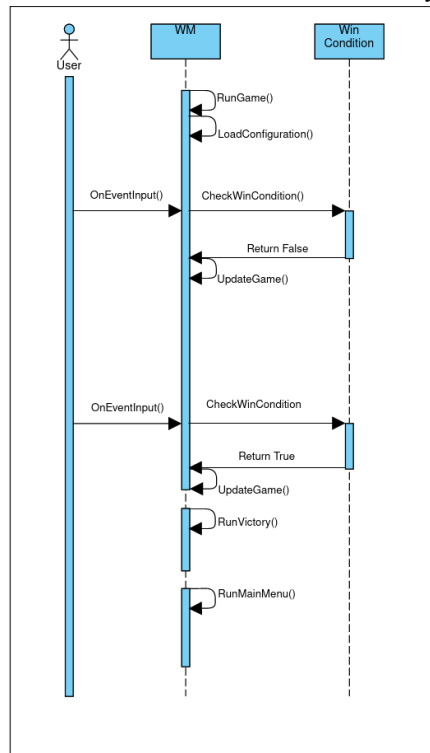
Upon the start of the game, the user goes to the game screen and plays the game that tracks the amount of points a player has. A player makes moves in the game. Checking for win condition is ran until a winner emerges. Scores are updated, and eventually a separate win condition is met and a player is victorious, sending them back to the main menu.

3.2 Interaction Diagrams

- WM run game
- WM load setting
- WM check input
- Win Condition check win

3.3 Sequence Diagrams

The sequence diagram shows the interactions from user to use case <Play>



3.4 Participating objects

The following objects define the use-case <settings>:

- WM: This object is responsible for calling instances of the UI to be displayed.
- Win Condition: This object is responsible for checking for the victory state.