Requirement Specification

1. Supplementary specification

System Quality Requirements

- The System should respond within reasonable time
- The System should be user-friendly
- The System expandable

2. Use Cases

UC1 Application start without initialized values

Main scenario

1. Starts when the user enters for the first time
2. System presents a standard map with basic values

UC2 Change Magnitude Attribute

Preconditions

1. The user went through UC1 and is on the main page

Main scenario

1. Starts when the user wants to change the Magnitude attribute of the displayed map
2. The user activates the Magnitude slider to change the value
3. The user pushes the "Create New Map" button
4. The system creates and displays a new map with a different magnitude.

UC3 Change Roughness Attribute

Preconditions

1. The user went through UC1 and is on the main page

Main scenario

1. Starts when the user wants to change the Roughness attribute of the displayed map
2. The user activates the Roughness slider to change the value
3. The user pushes the "Create New Map" button
4. The system creates and displays a new map with a different roughness and a different world name

UC4 Change Level Attribute

Preconditions

1. The user went through UC1 and is on the main page

Main scenario

1. Starts when the user wants to change the Level attribute of the displayed map
2. The user activates the Level slider to change the value
3. The user pushes the "Create New Map" button
4. The system creates and displays a new map with a different level and a different world name

UC5 Change Town Density Attribute

Preconditions

1. The user went through UC1 and is on the main page

Main scenario

1. Starts when the user wants to change the Town Density attribute of the displayed map
2. The user activates the Town Density slider to change the value
3. The user pushes the "Create New Map" button
4. The system creates and displays a new map with a different town density

UC6 Change Seed

Preconditions

1. The user went through UC1 and is on the main page

Main scenario

1. Starts when the user wants to change the seed of the displayed map
2. The user activates the "Seed" textfield and enters a new seed
3. The user pushes the "Create New Map" button
4. The system creates and displays a new map based on a different seed and shows a different world name