Use-Case Specification: Check Game Results

Version 1.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 06.04.2016 | 1.0 | Basic Information | Felix Morsbach |

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Use-Case Specification: Check Game Results

# Use-Case Check Game Results

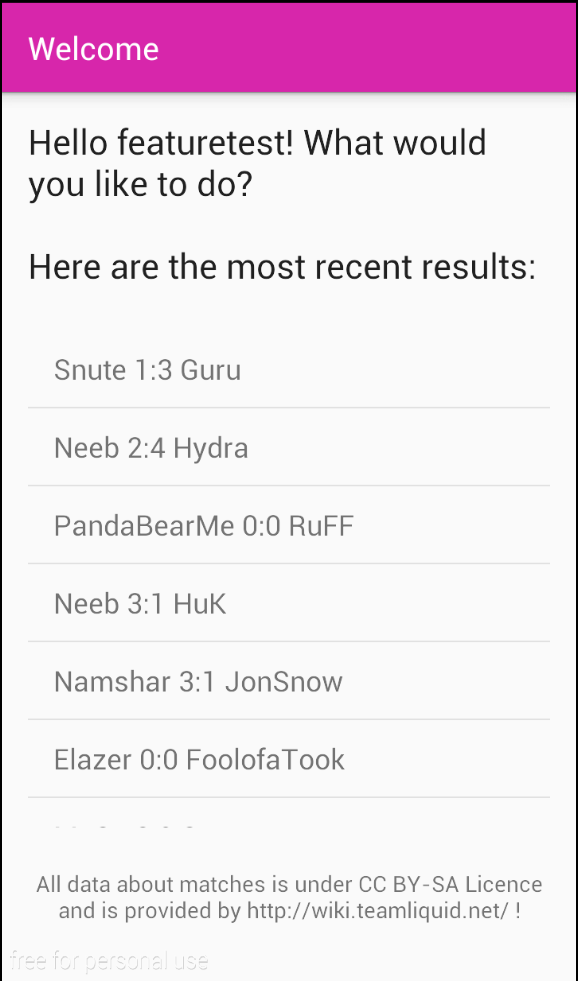
## Brief Description

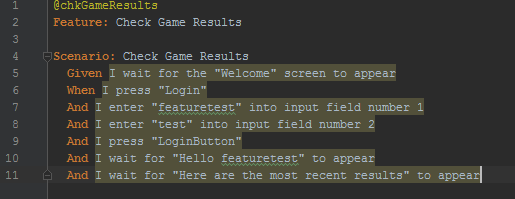
This Use-Case will provide the possibility to check the Results of completed matches.

# Flow of Events

## Basic Flow

F:\Documents\GitHub\documents\Use Case\Check Game Results\Check Game Results.png





[Link to Code](https://github.com/GamingBets/GamingBets/blob/master/features/10_CheckGameResults.feature)

## Alternative Flows

### Cannot reach server

If the application cannot reach the server, the user will be notified if possible via app. He will be asked to try it again later.

# Special Requirements

n/a

# Preconditions

## App started

The app must be running.

## Internet Connection

To check game results, an internet connection is necessary.

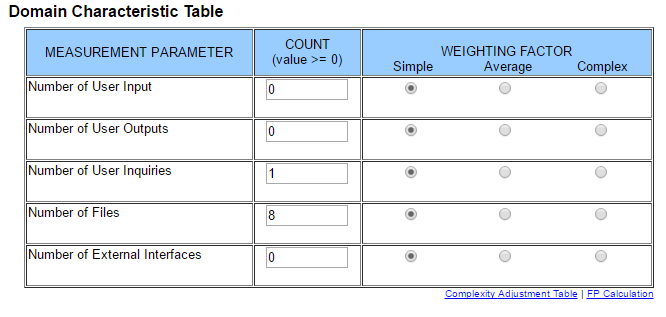
# Postconditions

n/a

# Extension Points

n/a

# Function Points



This results in a function point calculation of **51.92**.