Gaming-Bets

Version 1.2

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 25.10.2015 | 1.0 | Basic Information | Felix Morsbach |
| 29.10.2015 | 1.1 | Revision | André Helbig |
| 01.11.2015 | 1.2 | Cucumber | Niclas Petersohn |
|  |  |  |  |

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# Use-Case Name

## Brief Description

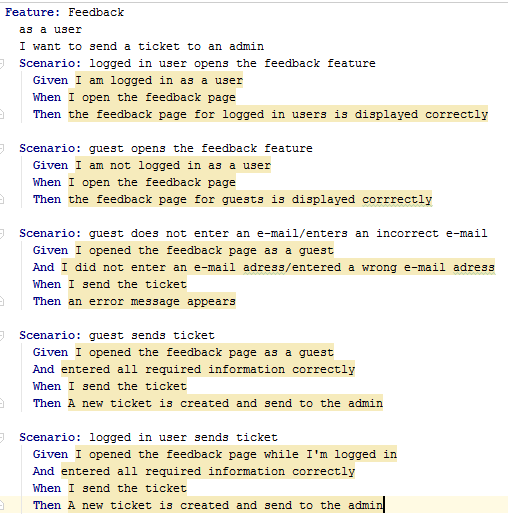
This Use-Case will provide the possibility to give feedback to improve the application

# Flow of Events

## Basic Flow

## C:\Users\quint_000\OneDrive\shared-stuff\Use Case\Feedback\Feedback.png

This may not be the final version, for current version check [here](https://github.com/GamingBets/documents/blob/master/Use%20Case/Feedback/Feedback.png):



This may not be the final version, for current version check [here](https://github.com/GamingBets/documents/blob/master/Use%20Case/Feedback/feedback_cucumber.feature):

## Alternative Flows

### Ticket cannot reach server

If the ticket 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 submit feedback or a message, an internet connection is necessary.

## Response possibility

If the user wants a response to his feedback or his question, he needs to be logged in or submit an email address as well.

# Postconditions

## Notification if feedback is successfully submitted

As soon as the feedback/the question reached the server, a notification will be send to the user.

# Extension Points

n/a