

Use Case # 1 - Choose Shape

Use Case Number	1
Application	2D Graphics Modler
Use Case Name	Add Shape
Use Case Description	Actor is able to add a shape to the canvas from a group of pre-selected shapes
Primary Actor	Admin
Precondition	Logged in as Admin
Trigger	User selects shape from dropbox menu
Basic Flow	<ol style="list-style-type: none">1. Actor selects shape from dropbox menu2. Actor selects shape details3. Actor presses OK button4. Shape is rendered onto canvas5. Shape is saved in vector
Alternate Flows	If maximum number of shapes are already added, an error message will be given