

# **Use-Case Specification: Show Highscore**

**Version 1.0**

## Revision History

Date	Version	Description	Author
11.04.2018	1.0	Create UC	Team SuperWoman

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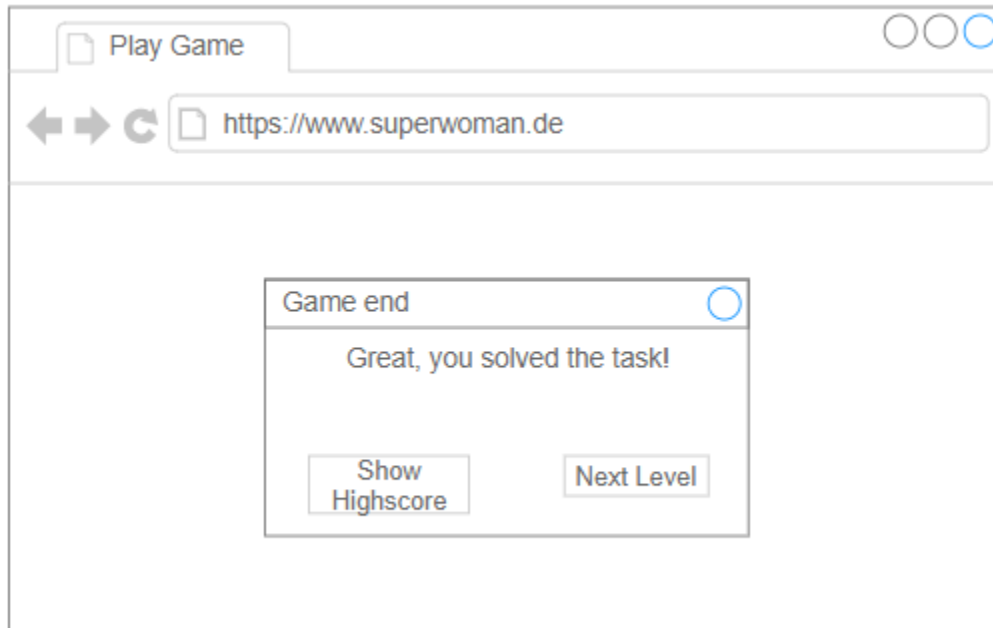
# Use-Case Specification: Show Highscore

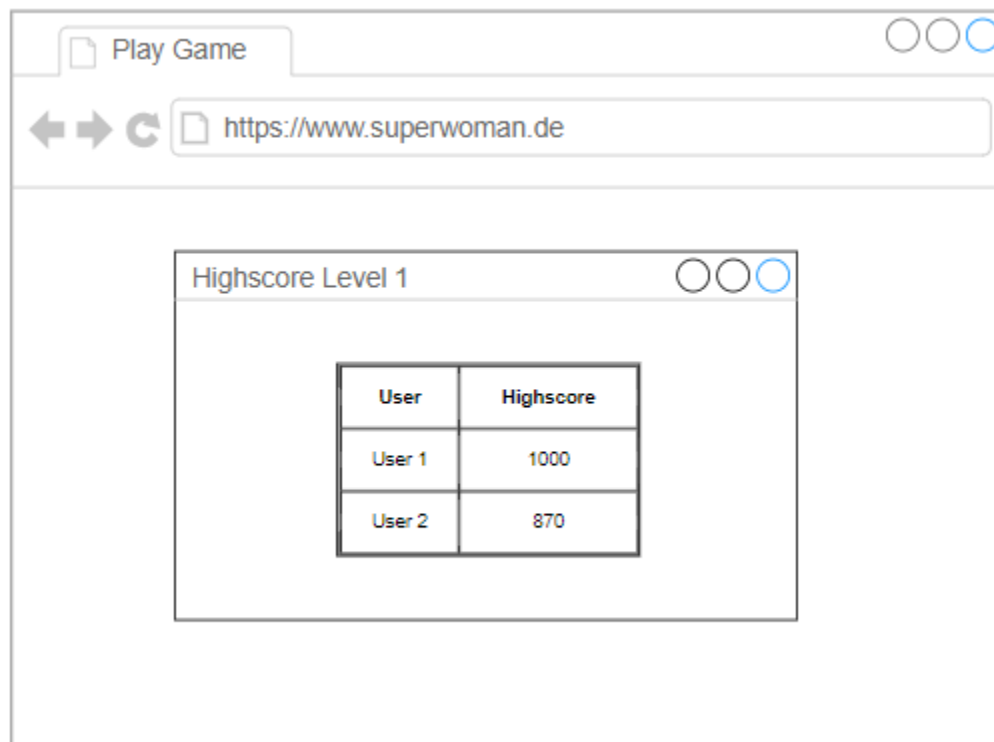
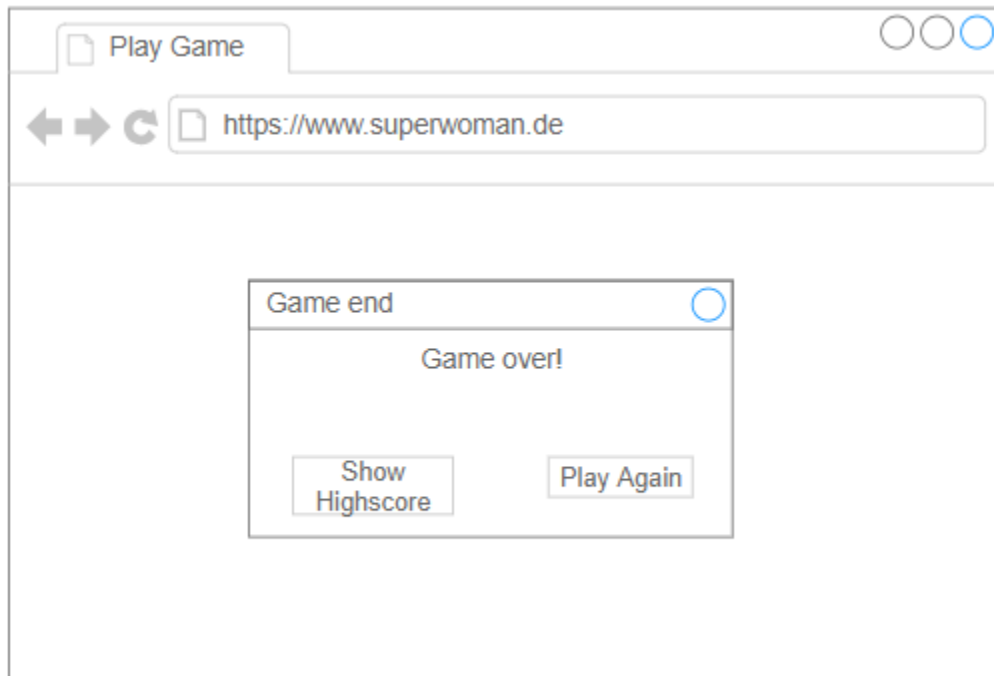
## 1. Use-Case Name

### 1.1 Brief Description

The user has the possibility to show the highscore of a level when he finishes the level successfully or when he is game over

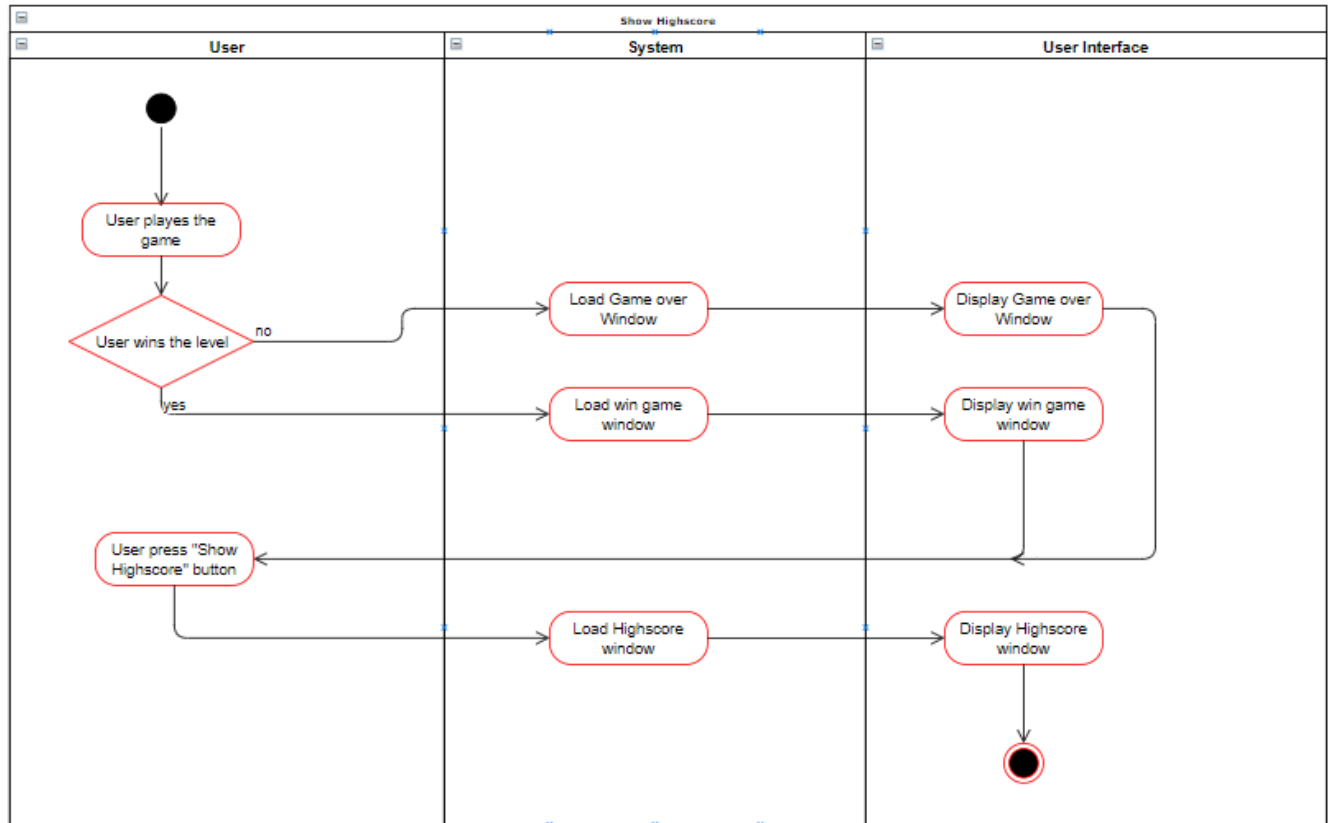
### 1.2 Mockup





## 2. Flow of Events

### 2.1 Basic Flow



## 2.2 Narrative

```
1 Feature: ShowHighscore
2   As a user
3   I want to show the highscore of a level
4
5 Scenario: Level finished successfully
6   Given User is on Play game page
7   When User finishes the level successfully
8   Then The Game end window opens
9   And User can choose show highscore
10
11 Scenario: Game over
12   Given User is on Play game page
13   When User is game over
14   Then The Game end window opens
15   And User can choose show highscore
16
```

## 3. Special Requirements

## 4. Preconditions

## 5. Postconditions

## 6. Extension Points

n/a