Use-Case Specification: Show Highscore

Version 1.0

Revision History

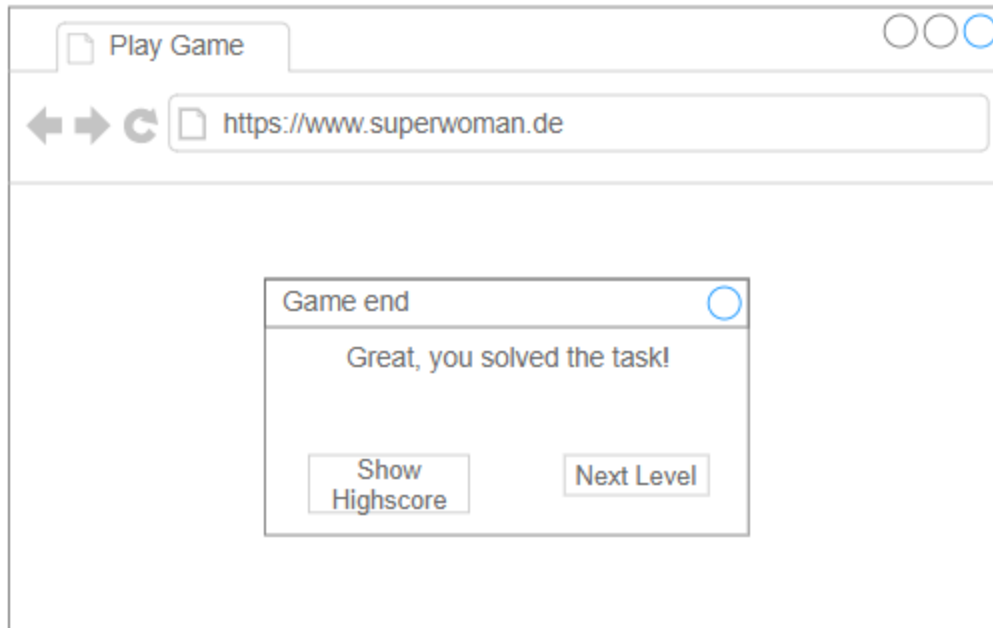| Date	Version	Description	Author
11.04.2018	1.0	Create UC	Team SuperWoman

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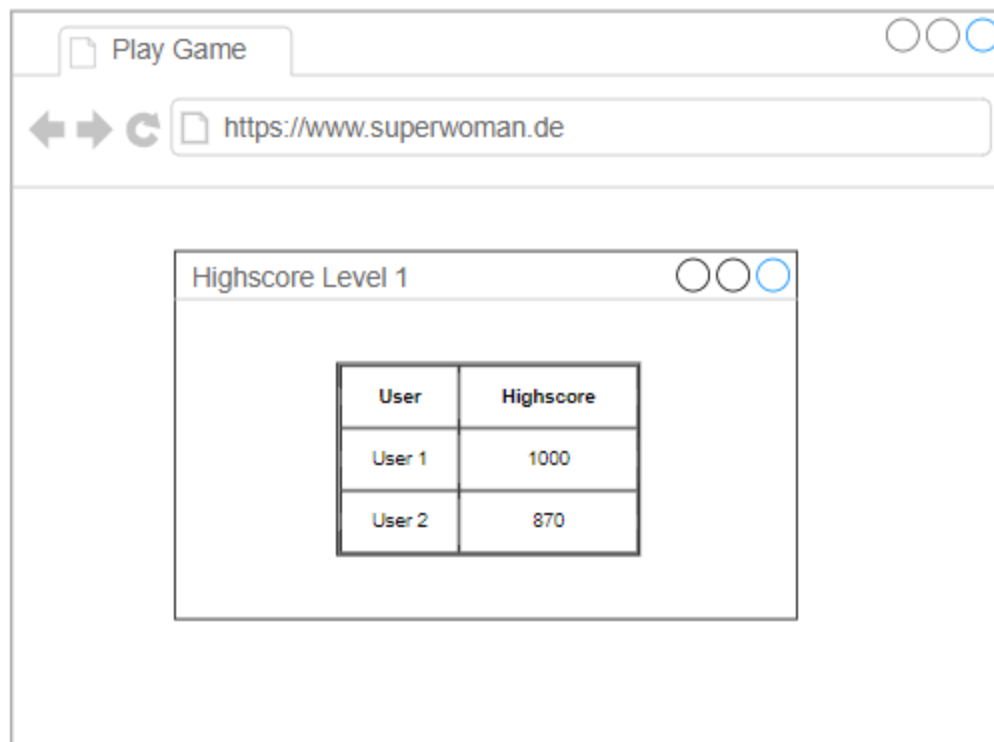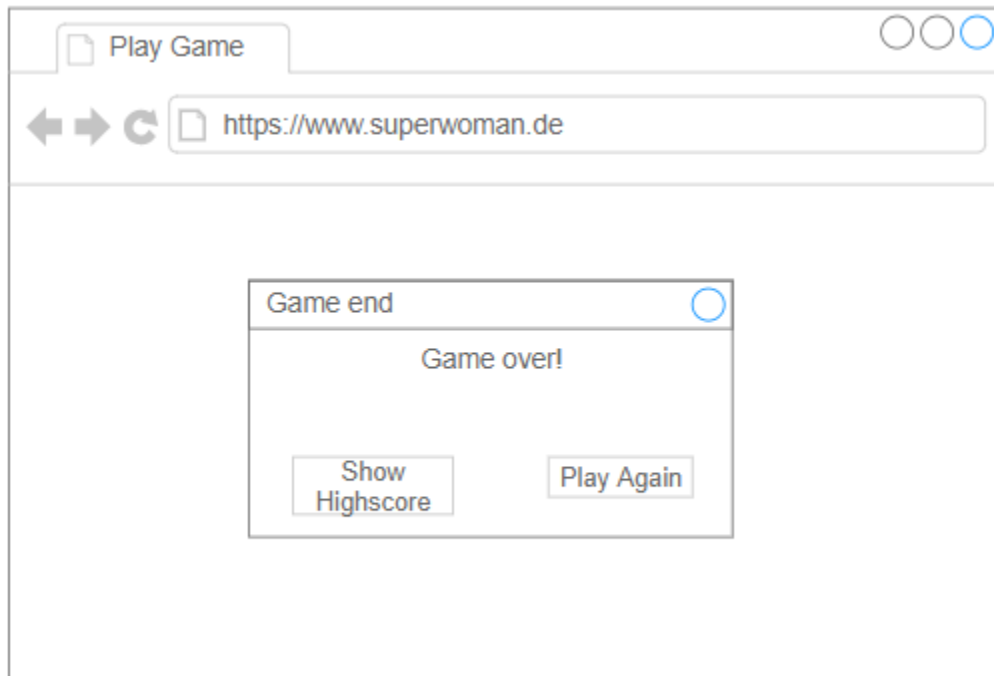# Use-Case Specification: Show Highscore

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

Play Game

https://www.superwoman.de

Game end

Game over!

| Show Highscore | Play Again |

Play Game

https://www.superwoman.de

Highscore Level 1

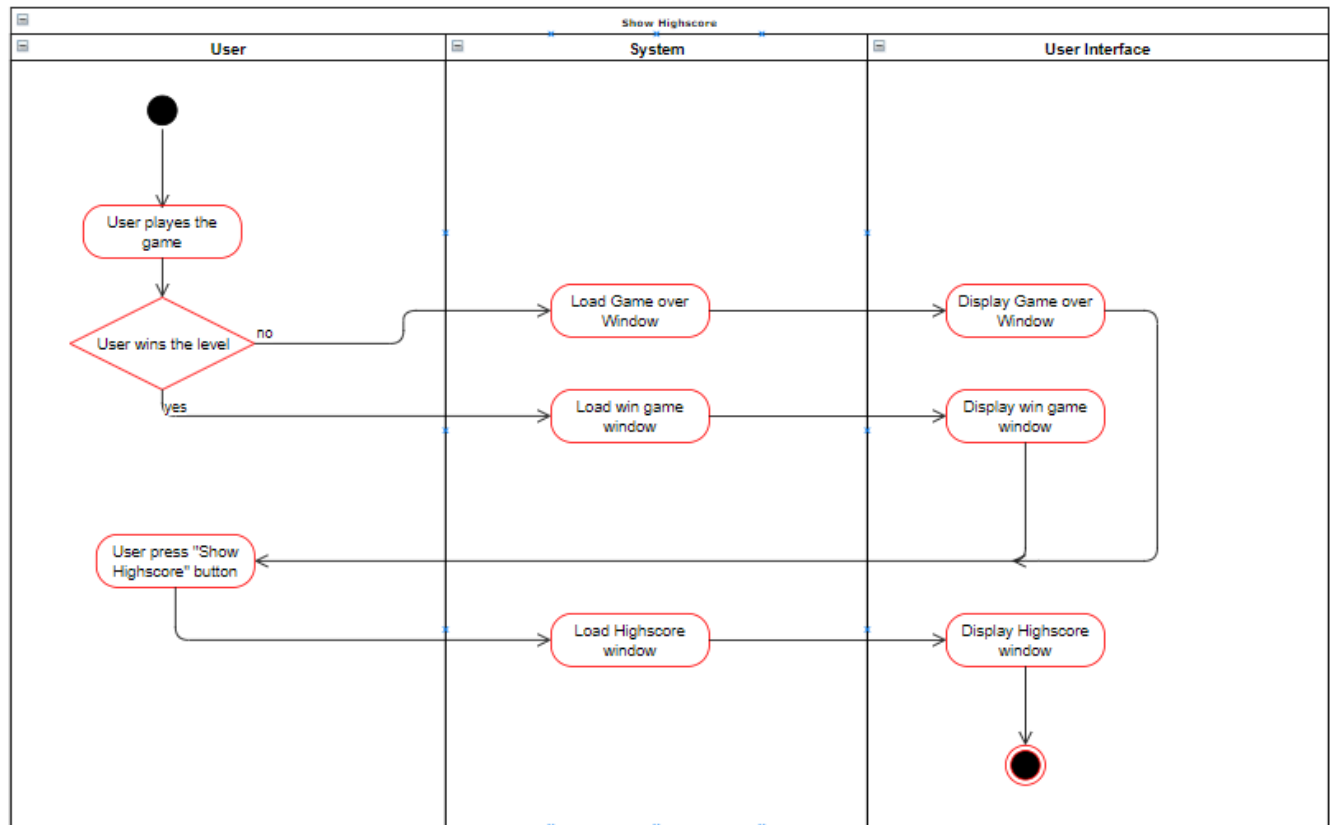| User	Highscore
User 1	1000
User 2	870

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

To calculate the function points for a specific use case we used the TINY TOOLS FP Calculator.

Show Highscore	10,825			Data Element Type	Record Element Type	File Type Reference	Complexity	Number of	
			External Inputs	1	x	1	Low	0	
			External Outputs	2	x	1	Low	0	
			External Inquiries	2	x	2	Low	1	
			External Logical Files	1	2	x	Low	3	
			External Interface File	0	0	x	Low	0	18.48