Use Cases

# Build Mode

## Add Gizmo

* Pre-conditions
  + User must be in build mode
* Triggers
  + User presses the “Add Gizmo” button
* Basic course of events
  + User presses the “Add Gizmo” button
  + User clicks where they want the gizmo to be
  + System checks if the gizmo to be added would overlap with any other existing gizmo
  + Adds gizmo to board if it wouldn’t overlap and does nothing if it would overlap
* Post-conditions
  + Gizmo is added to the game board

## Move Gizmo

* Pre-conditions
  + User must be in build mode
  + Must be a gizmo on the board to be moved
* Triggers
  + User presses the “Move Gizmo” button
* Basic course of events
  + User presses the “Move Gizmo” button
  + User clicks the gizmo they want to move
  + User clicks where they want to move the gizmo
  + System checks if the gizmo to be moved would overlap with any other existing gizmo
  + Moves gizmo if it wouldn’t overlap and does nothing if it would overlap
* Post-conditions
  + Gizmo is moved to another part of the game board

## Remove Gizmo

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Rotate Gizmo

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Add Trigger

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Add Key Trigger

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Add Ball

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Save Layout

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Load Layout

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Switch to Run Mode

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Quit

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

# Run Mode

## Press Key Trigger

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Switch to Build Mode

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions

## Quit

* Pre-conditions
* Triggers
* Basic course of events
* Post-conditions