University of Cádiz

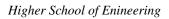## Faculty of Engeneering

Stimey

Fantasy

Luis Gutiérrez Flores
Nicolás Ruiz Requejo
Jesús Rodríguez Heras
Arantzazu Otal Alberro
Alejandro Segovia Gallardo
Alejandro José Caraballo García
Gabriel Fernando Sánchez Reina

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Chapter 1

Analisys of requirements

1.1 Workspace

The design used should be the same as that of the Stimey page in all the icons used.

We can highlight two user roles: teachers and students.

The teacher will have more permissions and privileges than the student, so that he can create fantasies to evaluate his students and they will have to complete them or create the ones that the teacher puts them as work.

In the workspace we will have a series of options that will be available for both the teacher and student roles depending on the permissions of each role:

- **Background:** A window opens where you can select a previously used image, google or computer. This image will cover all the workspace. It will also be possible to enter text by adding it manually or through a link.

- **Active point:** Set an active point in the workspace (drag and drop).

  - It will be possible to move it and modify the contents of it.
  - If an image is added to the active puto, that point is adapted to the shape of the image.
  - Once the active point originates, a pop-up with a text opens.
  - You can also assign a video, which will open a window to play it, or an audio. In case there is no audio or video, the respective button will not be displayed.
  - Active points may have background music that will be muted if the audio or video playback assigned to that point by the faculty begins. The music will be restored when the corresponding audio or video ends.
  - The active points can be reorganized by the teachers so that they emerge in the order they want.
  - A student can not continue with the next active point without finishing the current one.
  - The active points quiz should be fun.
  - The questions raised in the quiz of the active points should be 2 and not too difficult (multiple answer, write a word, quiz with images and questions about it, join items, etc).
  - The quiz will appear on screen when the current active point is closed.
  - Once the quiz is finished, the next active point appears in the order established by the faculty in the workspace.
  - Each active point will have a score to add up to a maximum of 100 points.

- When assigning a score to an active point, it will be subtracted from the total we carry (maximum 100 points). If an active point is eliminated, the general counter recovers the score assigned to that active point.

- The student does not know the total number of active points in total.

- When the student obtains a score when completing an active point, this amount is added to the global counter.

- Finally, we can have a statistical summary with the right/failed questions of each active point.

- Only the score obtained will be saved the first time a quiz is done, then it can be done more times, but the note will not be recorded.

- The student will have the option to save their progress with a save button manually or through the auto-save option.

1.2 Characteristics

- At the end of all active points there will be a button at the bottom right of "**more information**" and in the center a new quiz that will be the final exam. This exam will have an independent score to all active points and will not have the statistical summary. If this quiz is repeated, the note would be updated with a percentage of the new grade, plus the previous note with the objective that a student who repeats a quiz can not get the best grade per repetition of it.

- Teachers can send students to make fantasies to learn as homework. These tasks can be done in groups of students based on two ideas:

  1. **Obligatory:** One student makes the fantasy and the rest looks for additional information.
  2. **Optional:** Concurrent edition of the fantasy among all the members of the group.

- Each fantasy will have a code to be shared.

- We will have two types of permissions in the fantasies: "**see**" and "**see and edit**".

- The platform will notify the faculty when the students have finished their respective jobs.

- Fantasies may be private or public. By default, they will always be public and can be accessed by everyone who uses the platform.

- Private fantasies can be accessed by other people with a password.

- Fantasies can be cloned.

Chapter 2

Use cases

All the use cases described below have the following implicit precondition to be able to use said use cases in the final application:

- The user (teachers/students) must have an account on the Stimey platform and have logged in with that account.

2.1 CRUD fantasy

2.1.1 Create fantasy

- **Description:** Create a new fantasy.
- **Actors:** Creator-editor (user).
- **Preconditions:** The user must have permission to create a new fantasy.
- **Postconditions:** Fantasy is stored in the system.
- **Main stage:**

    1. The user selects the option "Create new fantasy".
    2. The system requests the name of the fantasy.
    3. The user enters the name of the fantasy.
    4. The system requests the fantasy code.
    5. The user enters the fantasy code.
    6. The system gives to choose if the fantasy will be public (by default), shared or private.
    7. The user selects " Public ".
    8. The user creates the fantasy.
    9. The fantasy is stored in the system.

- **Extensions:**
  7. a) The user selects that the fantasy will be shared.

    1. The system allows to insert in a list the identifiers of other users with which the fantasy will be shared.
    2. The user enters the identifiers of the users who will share the fantasy.

    3. Step 8.

7. b) The user selects that the fantasy will be private.

    1. The system marks the fantasy as private for that user without giving the possibility of sharing.

    2. Step 8.

*a) At any time, the user can go back to the main menu.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.1.2   Visualize fantasy

- **Description:** Read an existing fantasy.

- **Actors:** Creator-editor (user).

- **Preconditions:** The fantasy must exist in the system and the user must have modification permissions.

- **Postconditions:** There are no changes in the fantasy.

- **Main stage:**

  1. The user selects the option " My fantasies "
  2. The system displays a list of fantasies accessible by the user.
  3. The user selects the fantasy that he wants to visualize.
  4. The system displays a pop-up window with the fantasy information and its options.
  5. The user selects the option " Visualize fantasy ".
  6. The system shows the fantasy.
  7. The user reads the fantasy without making any changes and, when it is over, closes the fantasy.
  8. The fantasy remains unchanged.

- **Extensions:**
  *a) At any time, the user can go back to the main menu.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.1.3   Update fantasy

- **Description:** Modify an existing fantasy.

- **Actors:** Creator-editor (user).

- **Preconditions:** The fantasy must exist in the system and the user must have modification permissions.

- **Postconditions:** The fantasy is modified.

- **Main stage:**

1. The user selects the option "My fantasies".

2. The system displays a list of fantasies accessible by the user.

3. The user selects the fantasy that he wants to modify.

4. The system displays a pop-up window with the fantasy information and its options.

5. The user selects the option "Modify fantasy".

6. The system displays the fantasy creation screen for modification.

- **Extensions:**
  *a) At any time, the user can go back to the main menu.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.1.4   Delete fantasía

- **Description:** Erase an existing fantasy.

- **Actors:** Creator-editor (user).

- **Preconditions:** The fantasy must exist in the system and the user must have removal permissions.

- **Postconditions:** Fantasy is eliminated from the system.

- **Main stage:**

  1. The user selects the option "My fantasies".
  2. The system displays a list of fantasies accessible by the user.
  3. The user selects the fantasy that he wants to modify.
  4. The system displays a pop-up window with the fantasy information and its options.
  5. The user selects the option "Clear fantasy".
  6. The system displays a confirmation message.
  7. The user selects "Accept".
  8. The system erases the fantasy.

- **Extensions:**
  7. a) The user selects "Cancel".

  1. The system closes the pop-up window.
  2. Step 1.

  *a) At any time, the user can go back to the main menu.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.2   Choose language

- **Description:** Change the language of the application.

- **Actors:** Teacher or student (user).

- **Preconditions:** None.

- **Postconditions:** The application changes to the language selected by the user.

- **Main stage:**

    1. The user presses the language change button.
    2. The system displays a list of available languages.
    3. The user selects a language from those that are available in the system.
    4. The application changes the language.

- **Extensions:** None.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.3   Copy fantasy

- **Description:** Clone a fantasy.

- **Actores:** Creator-editor (user).

- **Precondiciones:** The fantasy must exist in the system and the user must have modification permissions.

- **Postcondiciones:** Create a copy of the selected fantasy.

- **Main stage:**

    1. The user selects the option "My fantasies".
    2. The system displays a list of fantasies accessible by the user.
    3. The user selects the fantasy that he wants to copy.
    4. The system displays a pop-up window with the fantasy information and its options.
    5. The user selects the option "Copy fantasy".
    6. The system creates a copy of the selected fantasy.

- **Extensions:**
  *a) At any time, the user can go back to the main menu.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.4   CRUD background

- **Description:** Allows selecting, modifying and deleting the background.

- **Actors:** Creator-editor (user).

- **Preconditions:** The fantasy must exist in the system and the user must have modification permissions.

- **Postconditions:** The fund that the user has chosen is established.

- **Main stage:**

  1. The user selects the "Background" option.
  2. The system displays a window to add a background to the workspace.
  3. The user selects an image.
  4. The system sets the background selected by the user.

- **Extensions:**
  *a) At any time, the user can go back to the main menu.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.5   CRUD active point

2.5.1   Create active point

- **Description:** Create a new active point.

- **Actors:** Creator-editor (user).

- **Preconditions:** The fantasy must exist in the system and the user must have modification permissions.

- **Postconditions:** An empty active point is created in the workspace.

- **Main stage:**

  1. The user selects the option "New active point".
  2. The system creates a new active point in the workspace.
  3. The user can move the active point to the area of the workspace that he wants.
  4. The system will save the active point in the fantasy.

- **Extensiones:**
  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.5.2   Visualize active point

- **Description:** Shows an existing active point for reading.

- **Actors:** Creator-editor (user).

- **Preconditions:** Fantasy must exist in the system and the active point must exist in fantasy. In addition, the user must have modification permissions.

- **Postconditions:** The active point is shown for reading.

- **Main stage:**

    1. The user selects the active point that he wants to view.
    2. The system displays a window with the information of the active point and its options.
    3. The user selects the option "Visualize".
    4. The system displays a window with the summary of that active point.

- **Extensions:**
  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.5.3   Update active point

- **Description:** Modifies an existing active point.

- **Actors:** Creator-editor (user).

- **Preconditions:** Fantasy must exist in the system and the active point must exist in fantasy. In addition, the user must have modification permissions.

- **Postconditions:** Modifies the selected active point.

- **Main stage:**

    1. The user selects the active point that he wants to modify.
    2. The system displays a window with the information of the active point and its options.
    3. The user selects the option "Modify".
    4. The system displays the creation window of the active point.

- **Extensions:**
  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.5.4   Delete active point

- **Description:** Deletes an existing active point.

- **Actors:** Creator-editor (user).

- **Preconditions:** Fantasy must exist in the system and the active point must exist in fantasy. In addition, the user must have modification permissions.

- **Postconditions:** Deletes the selected active point.

- **Main stage:**

  1. The user selects the active point that he wants to delete.
  2. The system displays a window with the information of the active point and its options.
  3. The user selects the option "Delete".
  4. The system displays a confirmation message.
  5. The user selects "Accept".
  6. The system deletes the active point.

- **Extensions:**
  5. a) The user selects "Cancel".

  1. The system closes the pop-up window.
  2. Step 1.

  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.6   CRUD image

2.6.1   Create image

- **Description:** Inserta una imagen en un punto activo.

- **Actors:** Creator-editor (user).

- **Preconditions:** The corresponding active point must exist and the fantasy must be being edited.

- **Postconditions:** Insert an image in the selected active point.

- **Main stage:**

  1. The user selects the corresponding active point within the fantasy.
  2. The system displays a pop-up window with the information of the active point.
  3. The user selects the option "Insert image".
  4. The system shows a window in which the user chooses where to choose the image (Internet, local, image already used in fantasy).
  5. The user chooses the option "Internet" to include an image of the Internet.

6. The system asks the user for the url of the image.

7. The user inserts the correct url of the image.

8. The active point takes the shape of the image.

- **Extensions:**
  5. a) The user chooses the "Local" option to include an image from his computer.

    1. The system opens a file browser window.

    2. The user selects the desired image and press "Accept".

    3. The system closes the file browser window.

    4. Step 8.

  5. b) The user chooses the option "Image previously used" to include an image already used.

    1. The system opens a window with the images previously used.

    2. The user selects the desired image and press "Accept".

    3. The system closes the pop-up window.

    4. Step 8.

  7. a) The url is not correct.

    1. The system displays an error message.

    2. Step 6.

  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.6.2   Update image

- **Description:** Update an image.

- **Actors:** Creator-editor (user).

- **Preconditions:** There must be the corresponding active point, you must be editing the fantasy and there must be an image.

- **Postconditions:** The image is modified.

- **Main stage:**

    1. The user selects the corresponding active point within the fantasy.

    2. The system opens a popup window with the information of the active point.

    3. Step 4 of Create image.

- **Extensiones:**
  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.6.3   Delete image

- **Description:** Deletes an image of an active point.

- **Actors:** Creator-editor (user).

- **Preconditions:** There must be the corresponding active point, you must be editing the fantasy and there must be an image.

- **Postconditions:** Delete the image and leave the active point in its default state.

- **Main stage:**

  1. The user selects the corresponding active point within the fantasy.
  2. The system opens a popup window with the information of the active point.
  3. The user selects the image and presses the "Delete" button.
  4. The system displays a confirmation message.
  5. The user selects "Accept".
  6. The system deletes the image of the active point.

- **Extensions:**
  5. a) The user selects "Cancel".

  1. The system closes the pop-up window.
  2. Step 1.

  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.7   CRUD video

2.7.1   Create video

- **Description:** Insert a video within an active point.

- **Actors:** Creator-editor (user).

- **Preconditions:** The corresponding active point must exist and the fantasy must be being edited.

- **Postconditions:** Insert a video in the selected active point.

- **Main stage:**

  1. The user selects the corresponding active point within the fantasy.
  2. The system displays a pop-up window with the information of the active point.
  3. The user selects the option "Insert video".
  4. The system shows a window in which the user chooses where to choose the image (Internet, local, video already used in fantasy).
  5. The user chooses the option "Internet" to include an Internet video.

6. The system asks the user for the url of the video.

7. The user enters the correct url of the video.

8. The system saves the video in the active point.

- **Extensions:**
  5. a) The user chooses the "Local" option to include a video from his computer.

  1. The system shows a file browser sale.

  2. The user selects the desired image and press "Accept".

  3. The system closes the file browser window.

  4. Step 8.

  5. b) The user chooses the option "Video previously used" to include a video already used.

  1. The system opens a window with the videos previously used.

  2. The user selects the desired video and press "Accept".

  3. The system closes the pop-up window.

  4. Step 4.

  7. a) The url is not correct.

  1. The system displays an error message.

  2. Step 6.

  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.7.2   Update video

- **Description:** Update a video.

- **Actors:** Creator-editor (user).

- **Preconditions:** There must be the corresponding active point, you must be editing the fantasy and there must be a video.

- **Postconditions:** The video is modified.

- **Main stage:**

  1. The user selects the corresponding active point within the fantasy.

  2. The system opens a popup window with the information of the active point.

  3. Step 4 of Create video.

- **Extensions:**
  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.7.3   Delete video

- **Description:** Delete a video of an active point.

- **Actors:** Creator-editor (user).

- **Preconditions:** There must be the corresponding active point, you must be editing the fantasy and there must be a video.

- **Postconditions:** Delete the video of the active point.

- **Main stage:**

    1. The user selects the corresponding active point within the fantasy.
    2. The system opens a popup window with the information of the active point.
    3. The user selects the video and presses the "Delete" button.
    4. The system displays a confirmation message.
    5. The user selects "Accept".
    6. The system deletes the video from the active point.

- **Extensions:**
  5. a) The user selects "Cancel".

    1. The system closes the pop-up window.
    2. Step 1.

  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.8   CRUD text

- **Description:** Insert a text in an active point.

- **Actors:** Creator-editor (user).

- **Preconditions:** The corresponding active point must exist and the fantasy must be being edited.

- **Postconditions:** Insert a text in the selected active point.

- **Main stage:**

    1. The user selects the active point to which he wants to add-edit the text.
    2. The system displays a pop-up window with the information of the active point.
    3. The user selects enter the desired text in the "Text" field with the formatting options that you want.
    4. The user clicks on the "Accept" button.
    5. The system saves the text in the corresponding active point.

- **Extensions:**
  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.9   CRUD *quiz*

2.9.1   Create *quiz*

- **Description:** Create a small questionnaire about the subject that the active point deals with.

- **Actors:** Creator-editor (user).

- **Preconditions:** The corresponding active point must exist and the fantasy must be being edited.

- **Postconditions:** Create a small questionnaire in relation to the corresponding active point.

- **Main stage:**

  1. The user selects the corresponding active point.
  2. The system displays a pop-up window with the information of the active point.
  3. The user selects the option "Create *quiz*".
  4. The system shows the possible options.
  5. The user selects "Simple answer".
  6. The system displays a pop-up window to create the question with its possible answers.
  7. The user populates the pop-up window with the question and the appropriate answers and press "Accept" when it finishes.
  8. The system closes the pop-up window.
  9. The questionnaire is registered in the selected active point.

- **Extensions:**

  3. a) The user chooses the option "Word".

  1. The system opens a pop-up window to create the question and its answer.
  2. The user populates the pop-up window with the question and the appropriate answer and press "Accept" when it finishes.
  3. Step 8.

  3. b) The user chooses the option "Quiz with images".

  1. The system opens a pop-up window to create the question with the image and its response.
  2. The user fills in the pop-up window with the question, the image and the appropriate answer, and press "Accept" when it finishes.
  3. Step 8.

  3. c) The user chooses the "Join" option.

  1. The system opens a pop-up window to create the join quiz.
  2. The user populates the pop-up window with the possible answers and their correct answer and press "Accept" when it finishes.
  3. Step 8.

  *a) At any time, the user can go back.

- **Variations:** None.

- **Not-functional:** None.

- **Issues:** None.

2.9.2   Visualizar *quiz*

- **Descripción:** Muestra el estado del *quiz*.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir el punto activo correspondiente, se debe estar editando la fantasía y debe existir un *quiz*.

- **Postcondiciones:** Muestra el estado del *quiz* en el punto activo correspondiente.

- **Escenario principal:**

  1. El usuario selecciona el punto activo correspondiente.
  2. El sistema muestra una ventana emergente con la información del punto activo.
  3. El usuario selecciona la opción de "Leer *quiz*".
  4. El sistema muestra una ventana emergente con la visión final del *quiz*.

- **Extensiones:**
  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.9.3   Modificar *quiz*

- **Descripción:** Permite modificar el *quiz*.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir el punto activo correspondiente, se debe estar editando la fantasía y debe existir un *quiz*.

- **Postcondiciones:** Modifica el *quiz* de un punto activo.

- **Escenario principal:**

  1. El usuario selecciona el punto activo correspondiente.
  2. El sistema muestra una ventana emergente con la información del punto activo.
  3. El usuario selecciona la opción "Modificar *quiz*".
  4. Paso 4 de Crear *Quiz*

- **Extensiones:**
  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.9.4 Borrar *quiz*

- **Descripción:** Borra el *quiz* del punto activo seleccionado.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir el punto activo correspondiente, se debe estar editando la fantasía y debe existir un *quiz*.

- **Postcondiciones:** Borra el *quiz* del punto activo seleccionado.

- **Escenario principal:**

    1. El usuario selecciona el punto activo correspondiente.
    2. El sistema muestra una ventana emergente con la información del punto activo.
    3. El usuario selecciona la opción de "Borrar *quiz*".
    4. El sistema muestra un mensaje de confirmación.
    5. El usuario selecciona "Aceptar".
    6. El sistema borra el *quiz* del punto activo.

- **Extensiones:**
  5. a) El usuario selecciona "Cancelar".

    1. El sistema cierra la ventana emergente.
    2. Paso 1.

  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.10 CRUD efecto de audio

2.10.1 Crear efecto de audio

- **Descripción:** Establece un efecto de audio de fondo en el punto activo.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir el punto activo correspondiente y se debe estar editando la fantasía.

- **Postcondiciones:** Establece el efecto de audio de fondo.

- **Escenario principal:**

    1. El usuario selecciona el punto activo correspondiente.
    2. El sistema muestra una ventana emergente con la información del punto activo.
    3. El usuario selecciona la opción de "Añadir efecto de audio".
    4. El sistema muestra una ventana emergente en la que da a elegir al usuario de donde quiere seleccionar el audio (Internet, local, audio ya usado en la fantasía).
    5. EL usuario elige la opción "Internet" para incluir un audio de Internet.

6. El sistema le pide al usuario la url del audio.

7. El usuario inserta la url del audio.

8. El sistema guarda el audio en el punto activo.

- **Extensiones:**
  5. a) El usuario elige la opción "Local" para incluir un audio desde su ordenador.

  1. El sistema abre una ventana del explorador de archivos.

  2. El usuario selecciona el audio deseado y pulsa "Aceptar".

  3. El sistema cierra la ventana del explorador de archivos.

  4. Paso 8.

  5. b) El usuario elige la opción "Audio usado anteriormente" para incluir un audio ya usado.

  1. El sistema abre una ventana con los audios usados anteriormente.

  2. El usuario selecciona el audio deseado y pulsa aceptar.

  3. El sistema cierra la ventana emergente.

  4. Paso 8.

  7. a) La url no es correcta.

  1. El sistema muestra un mensaje de error.

  2. Paso 6.

  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.10.2   Modificar efecto de audio

- **Descripción:** Modificar efecto de audio.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir el punto activo correspondiente, se debe estar editando la fantasía y debe existir un audio.

- **Postcondiciones:** Modifica el audio.

- **Escenario principal:**

  1. El usuario selecciona el punto activo.

  2. El sistema abre una ventana emergente con la información del punto activo.

  3. Paso 4 de Crear audio

- **Extensiones:**
  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.10.3   Borrar efecto de audio

- **Descripción:** Borra un efecto de audio de un punto activo.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir el punto activo correspondiente, se debe estar editando la fantasía y debe existir un audio.

- **Postcondiciones:** Borra un efecto de audio de un punto activo.

- **Escenario principal:**

    1. El usuario selecciona el punto activo.
    2. El sistema abre una ventana emergente con la información del punto activo.
    3. El usuario selecciona el audio y pulsa el botón "Suprimir".
    4. El sistema muestra un mensaje de confirmación.
    5. El usuario selecciona "Aceptar".
    6. El sistema borra el audio del punto activo.

- **Extensiones:**
  5. a) El usuario selecciona "Cancelar".

    1. El sistema cierra la ventana emergente.
    2. Paso 1.

  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.11   CRUD información adicional

- **Descripción:** Inserta un texto como información adicional de la fantasía.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Se debe estar editando la fantasía correspondiente.

- **Postcondiciones:** Inserta un texto como información adicional de la fantasía.

- **Escenario principal:**

    1. El usuario selecciona la opción "Información adicional".
    2. El sistema muestra una ventana emergente con un cuadro de texto.
    3. El usuario introduce el texto deseado en el cuadro de texto con las opciones de formato que desee.
    4. El usuario pulsa en el botón "Aceptar".
    5. El sistema guarda la información adicional en la fantasía correspondiente.

- **Extensiones:**
  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.12   Organizar puntos activos

- **Descripción:** Organiza la aparición de los puntos activos.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** La fantasía debe estar creada.

- **Postcondiciones:** Establece el orden de aparición de los puntos activos de la fantasía.

- **Escenario principal:**

    1. El usuario selecciona la fantasía correspondiente.
    2. El sistema muestra una ventana con la información de la fantasía y las opciones disponibles.
    3. El usuario selecciona la opción "Organizar puntos activos".
    4. El sistema muestra una ventana emergente con el nombre de los puntos activos existentes en la fantasía y un recuadro para establecer el orden de aparición.
    5. El usuario establece el orden de aparición en los recuadros junto al nombre de los puntos activos de la fantasía.
    6. El usuario pulsa "Aceptar" para guardar los cambios realizados.
    7. El sistema guarda el orden de aparición de los puntos activos.

- **Extensiones:**
  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.13   CRUD *quiz* final

2.13.1   Crear *quiz* final

- **Descripción:** Crea un cuestionario sobre el tema del que trata la fantasía.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir y se debe estar editando la fantasía.

- **Postcondiciones:** Crea un cuestionario en relación al tema de la fantasía..

- **Escenario principal:**

    1. El usuario pulsa el botón de "Cuestionario final".
    2. El sistema muestra las posibles opciones.
    3. El usuario selecciona "Crear nuevo quiz".
    4. El sistema muestras las posibles opciones de creación.
    5. El usuario selecciona "Respuesta simple".
    6. El sistema muestra una ventana emergente para crear la pregunta con sus posibles respuestas.
    7. El usuario rellena la ventana emergente con la pregunta y las respuestas convenientes y pulsa "Aceptar" cuando termina.

8. El sistema cierra la ventana emergente.

9. El cuestionario queda registrado en la fantasía.

- **Extensiones:**

  5. a) El usuario elige la opción "Palabra".

     1. El sistema abre una ventana emergente para crear la pregunta y su respuesta.

     2. El usuario rellena la ventana emergente con la pregunta y la respuesta conveniente y pulsa "Aceptar" cuando termina.

     3. Paso 8.

  5. b) El usuario elige la opción "Quiz con imágenes".

     1. El sistema abre una ventana emergente para crear la pregunta con la imagen y su respuesta.

     2. El usuario rellena la ventana emergente con la pregunta, la imagen y la respuesta conveniente, y pulsa "Aceptar" cuando termina.

     3. Paso 8.

  5. c) El usuario elige la opción "Unir".

     1. El sistema abre una ventana emergente para crear el quiz de unión.

     2. El usuario rellena la ventana emergente con las posibles respuestas y su respuesta correcta y pulsa "Aceptar" cuando termina.

     3. Paso 8.

  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.13.2 Visualizar *quiz* final

- **Descripción:** Muestra el estado del *quiz*.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir y se debe estar editando la fantasía, y debe existir el *quiz* final.

- **Postcondiciones:** Muestra el estado del *quiz* final.

- **Escenario principal:**

  1. El usuario selecciona el botón de "Cuestionario final".

  2. El sistema muestra las posibles opciones.

  3. El usuario selecciona la opción de "Leer *quiz* final".

  4. El sistema muestra una ventana emergente con la visión final del *quiz*.

- **Extensiones:**
  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.13.3   Modificar *quiz* final

- **Descripción:** Permite modificar el *quiz* final.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir y se debe estar editando la fantasía, y debe existir el *quiz* final.

- **Postcondiciones:** Modifica el *quiz* final de la fantasía.

- **Escenario principal:**

  1. El usuario pulsa el botón de "Cuestionario final".
  2. El sistema muestra las posibles opciones.
  3. El usuario selecciona la opción "Modificar *quiz* final".
  4. Caso de uso Crear *Quiz* final

- **Extensiones:**
  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.13.4   Borrar *quiz* final

- **Descripción:** Borra el *quiz* final de la fantasía.

- **Actores:** Creador-editor (usuario).

- **Precondiciones:** Debe existir y se debe estar editando la fantasía, y debe existir el *quiz* final.

- **Postcondiciones:** Borra el *quiz* final de la fantasía.

- **Escenario principal:**

  1. El usuario pulsa el botón de "Cuestionario final".
  2. El sistema muestra las posibles opciones.
  3. El usuario selecciona la opción de "Borrar *quiz*" final.
  4. El sistema muestra un mensaje de confirmación.
  5. El usuario selecciona "Aceptar".
  6. El sistema borra el *quiz* final de la fantasía.

- **Extensiones:**
  5. a) El usuario selecciona "Cancelar".

  1. El sistema cierra la ventana emergente.
  2. Paso 1.

  *a) En cualquier momento, el usuario puede volver atrás.

- **Variaciones:** Ninguna.

- **No-funcional:** Ninguna.

- **Cuestiones:** Ninguna.

2.14   Gestionar porcentaje de un punto activo

- **Descripción:**
- **Actores:**
- **Precondiciones:**
- **Postcondiciones:**
- **Escenario principal:**
- **Extensiones:**
- **Variaciones:**
- **No-funcional:**
- **Cuestiones:**

2.15   Gestionar ficha alumno

- **Descripción:**
- **Actores:**
- **Precondiciones:**
- **Postcondiciones:**
- **Escenario principal:**
- **Extensiones:**
- **Variaciones:**
- **No-funcional:**
- **Cuestiones:**

2.16   Asignar nota final

- **Descripción:**
- **Actores:**
- **Precondiciones:**
- **Postcondiciones:**
- **Escenario principal:**
- **Extensiones:**
- **Variaciones:**
- **No-funcional:**
- **Cuestiones:**

2.17   Asignar fantasía

- **Descripción:**

- **Actores:**

- **Precondiciones:**

- **Postcondiciones:**

- **Escenario principal:**

- **Extensiones:**

- **Variaciones:**

- **No-funcional:**

- **Cuestiones:**