The Learning Triangle

Use Case Specification: update view

Version <1.0>

Date	Version	Description	Author
31.10.2016	1.0	First set up	LearningTriangleTeam

1. Update View

1.1 Brief Description

The view is important for a user to follow the things happening in our game. It should be able to react on the things that happen in our game. This Use Case describes the different events and how the view react on these events.

2. Flow of Events

2.1 Basic Flow

Activity diagram:

Mockup:

To see an overworld mock-up, just look at the TLT_UC_SET_GAME_RULES.pdf. The view shows the movement of the triangles, the energy value and you can also see when a triangle dies.

Feature File:

```
Feature: Update View
	In order to update the visible gameworld
As a view
I want to react on events which influences the UI

Scenario: Randomly Created Overworld
	Given I started the game
	When I finished creating a random overworld
	Then I draw this overworld on my UI

Scenario: Create Triangles
	Given I created the overworld map
	When I created my triangles
	Then I display the triangles on my UI

Scenario: One Triangle Moves
	Given I display the triangles
	When one triangle moves
	Then I redraw the triangle on his new position

Scenario: One Triangle loses or consume energy
	Given I display the triangles
	When one triangles energy changes through a field event
	Then I redraw the energy value of this triangle

Scenario: One triangle dies
	Given I display the triangles
	When one triangle dies
	Then I delete this driangle from my UI
```

3. Special Requirements

n/a

4. Preconditions

The game started.

5. Postconditions

Until the game ended, the overworld changes the whole time. After the game ended, the overview must not be updated anymore.

6. Extension Points

n/a