Draft 0

**User Stories**

R0: User will be able to save the presentation to a file by the presentation software.

R1: User will be able to load the presentation from a file by the presentation software.

In Edit mode:

R2: User will be able to add graphical objects to the presentation.

R3: User will be able to delete graphical objects from the presentation.

R4: User will be able to move graphical objects.

R5: User will be able to add a state at any point.

R6: User will be able to delete a state at any point.

R7: User will be able to view the presentation at any state.

R8: User will be able to change the values of the various attributes of graphical objects in the state currently being viewed.

R9: User will be able to change the trigger condition for moving from one state to the next.

R10: User will be able to change the way that interpolation during a transition happens.

R11: User will be able to change the amount of time it takes to move from one state to the next.

R12: User will be able to zoom, pan, and orient (operand) the current view-port.

R13: User will be able to move from edit mode to presentation mode either starting at the beginning or starting at the current state.

R14: User will be able to undo in Edit mode.

R15: User will be able to redo in Edit mode.

R16: User will be able to cut, copy, and paste operations using the platform's clipboard.

#R19: Software will contain a camera to indicate the region of the sheet

In Presentation mode:

R17: User will be able to exit Presentation mode and entering Edit mode.

R18: User will be able to control the state of the presentation.

**Use Case**

1. Save file

Use case name: SaveFile

Actor: User

Requirement addressed: R0

Precondition: a new presentation has been finished

Typical flow: click the "save" button

Postcondition: the presentation is saved to the designated folder

1. Load File

Use case name: LoadFile

Actor: User

Requirement addressed: R1

Precondition: a certain presentation file existed in the designated folder

Typical flow:

1. Click the "load" button
2. Select the presentation file which user need

Postcondition: the presentation loaded to the software

1. Add Graph Objects

Use case name: AddGraphObj

Actor: User

Requirement addressed: R2

Precondition: in the edit mode

Typical flow:

1. Choose a kind of graph object to add through button
2. Determine the position of the graph object through dragging mouse (MoveGraph)

Postcondition: a graph object is added

1. Delete Graph Objects

Use case name: DeleteGraphObj

Actor: User

Requirement addressed: R3

Precondition: in the edit mode and at least one graph object has been added

Typical flow:

1. Select the object which is needed to delete
2. Click the "delete" button

Postcondition: a graph object is deleted

1. Move Graph Objects

Use case name: MoveGraph

Actor: User

Requirement addressed: R4

Precondition: in the edit mode and at least one graph object has been added

Typical flow:

1. Select the object and drag the mouse to the destination
2. Move the object

Postcondition: a graph object is moved

1. Add State

Use case name: AddState

Actor: User

Requirement addressed: R5

Precondition: in the edit mode

Typical flow: add any operation of the presentation or change the attributes of objects

Postcondition: a new state is added

1. Delete State

Use case name: DeleteState

Actor: User

Requirement addressed: R6

Precondition: in the edit mode

Typical flow: Delete any operation of the presentation

Postcondition: a state is deleted

1. View presentation

Use case name: ViewPresentation

Actor: User

Requirement addressed: R7

Precondition: in the edit mode

Typical flow: Click the "presentation" button

Postcondition: current edit mode is presented

1. Change Attributes of Object

Use case name: ChangeAttributes

Actor: User

Requirement addressed: R8

Precondition: in the edit mode and at least one graph object has been added

Typical flow:

1. Select the object user wants to change
2. Click the mouse to choose the attributes
3. Change the value of attributes

Postcondition: the attributes of object are changed

1. Change Trigger Condition

Use case name: ChangeTrigger

Actor: User

Requirement addressed: R9

Precondition: in the edit mode

Typical flow:

1. Click "Trigger" button
2. Choose one of the trigger conditions

Postcondition: the trigger condition is changed

1. Change Interpolation

Use case name: ChangeInterpolation

Actor: User

Requirement addressed: R10

Precondition: in the edit mode and at least one graph object has been added

Typical flow:

1. Click "Interpolation" button
2. Choose the style of interpolation

Postcondition: the interpolation of object is changed

1. Change Duration

Use case name: ChangeDuration

Actor: User

Requirement addressed: R11

Precondition: in the edit mode and at least one trigger has been actived

Typical flow:

1. Click "Duration" button
2. Set the duration time

Postcondition: the duration is changed

1. View Port Operations

Use case name: ViewPortOperation

Actor: User

Requirement addressed: R12

Precondition: in the edit mode

Typical flow:

1. Click the "Zoom", "Pan", "Orient" button
2. Current view port will follow the operations

Postcondition: the operation is finished

1. Change Mode

Use case name: MoveMode

Actor: User

Requirement addressed: R13 and R17

Precondition: in the edit mode or in the presentation mode

Typical flow:

1. Click "Mode" button
2. If in the edit mode, it will be changed to the presentation mode. Vice versa.

Postcondition: the mode is changed

1. Undo

Use case name: Undo

Actor: User

Requirement addressed: R14

Precondition: in the edit mode

Typical flow:

1. Click "Undo" button
2. Current operation is back to the previous step

Postcondition: undo is finished

1. Redo

Use case name: Redo

Actor: User

Requirement addressed: R15

Precondition: in the edit mode

Typical flow:

1. Click "Redo" button
2. The Undo operation will redo

Postcondition: redo is finished

1. Clipboard Operations

Use case name: ClipboardOperations

Actor: User

Requirement addressed: R16

Precondition: in the edit mode

Typical flow:

1. Click buttons (cut, copy, etc.) on the clipboard
2. The corresponding operation will be implemented

Postcondition: The corresponding operation is implemented

1. Presentation Control

Use case name: PresentationControl

Actor: User

Requirement addressed: R18

Precondition: in the presentation mode

Typical flow:

1. Click buttons or the presentation area
2. The presentation will go to next state

Postcondition: presentation is controlled

1. Camera

Use case name: Camera

Actor: PresentationSoftware

Requirement addressed: R19

Precondition: in the edit mode

Typical flow: the software contains a camera area to indicate the region

Postcondition: the presentation region is indicated