

**LERUKA**

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**Use-Case Specification: Jump**

**Version <1.2>**

## Revision History

Date	Version	Description	Author
31/10/2015	1.0	Erstellen des UC-Dokuments	Ruth W.
02/11/2015	1.1	Mockup und Activity Diagram eingefügt	Ruth W., Kassandra F.
06/04/2016	1.2	Allgemeine Änderungen	Ruth W.

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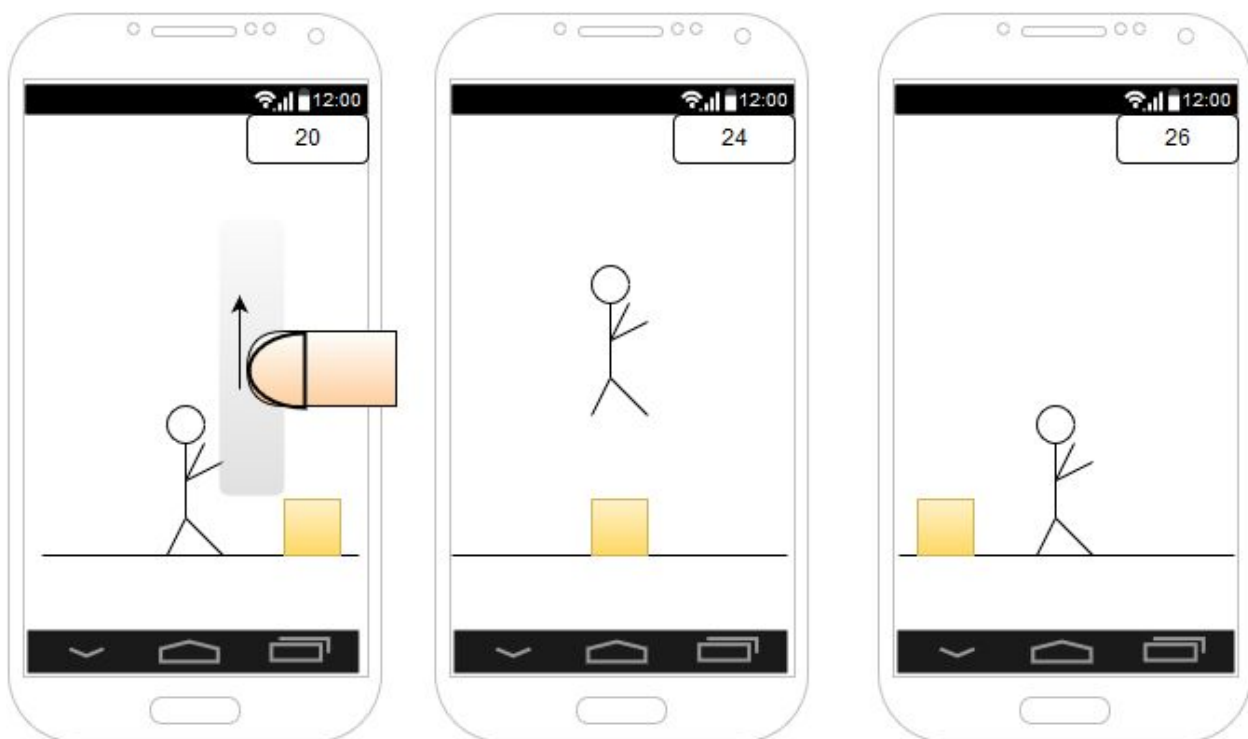
## Use-Case Specification: Jump

### 1. Use-Case Name

#### 1.1 Brief Description

Jump is the function to let the play figure jump over obstacles.

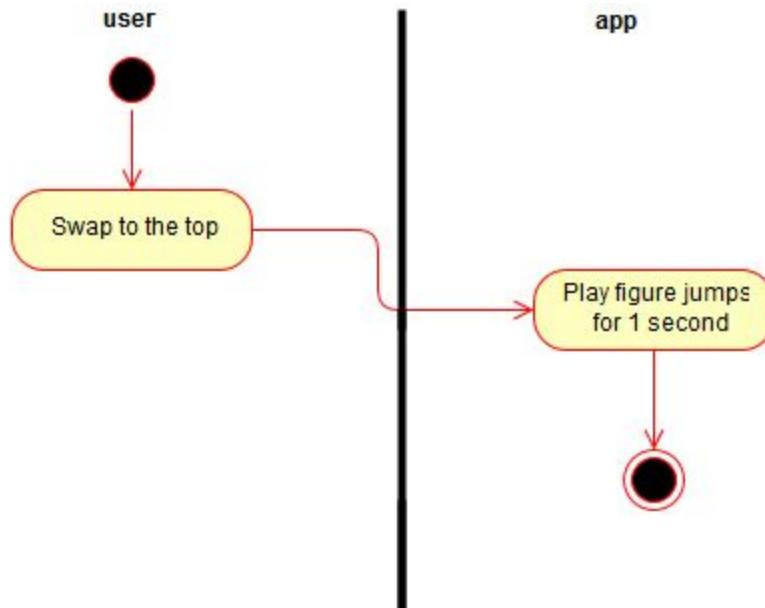
#### 1.2 Mockup



## 2. Flow of Events

### 2.1 Basic Flow

The user can let the play figure jump.



### 2.2 Alternative Flows

n/a

## 3. Special Requirements

n/a

## 4. Preconditions

The game has to be started.

## 5. Postconditions

n/a

## 6. Extension Points

n/a