

**LERUKA**

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**Use-Case Specification: Jump**

**Version <1.4>**

## 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.
15/04/2016	1.3	Hinzufügen der Function Points	Kassandra F.
01/06/16	1.4	Anpassungen	Ruth W.

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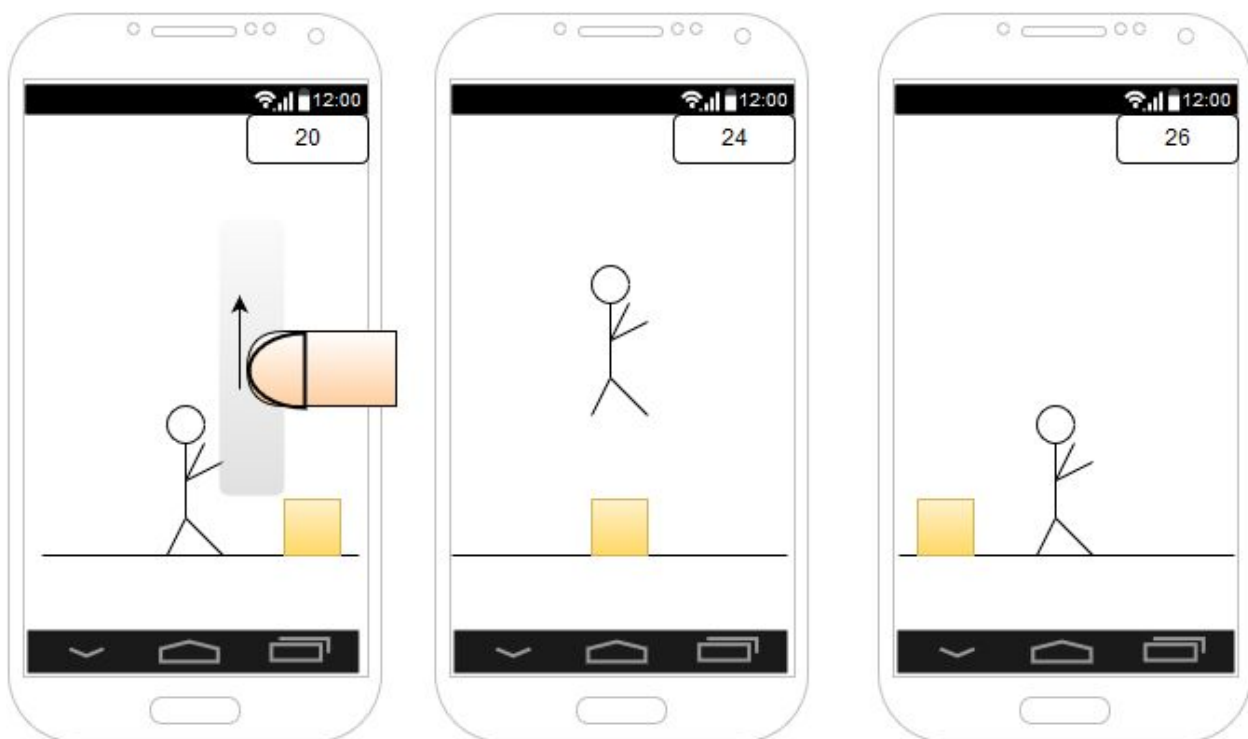
## Use-Case Specification: Jump

### 1. Use-Case Name

#### 1.1 Brief Description

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

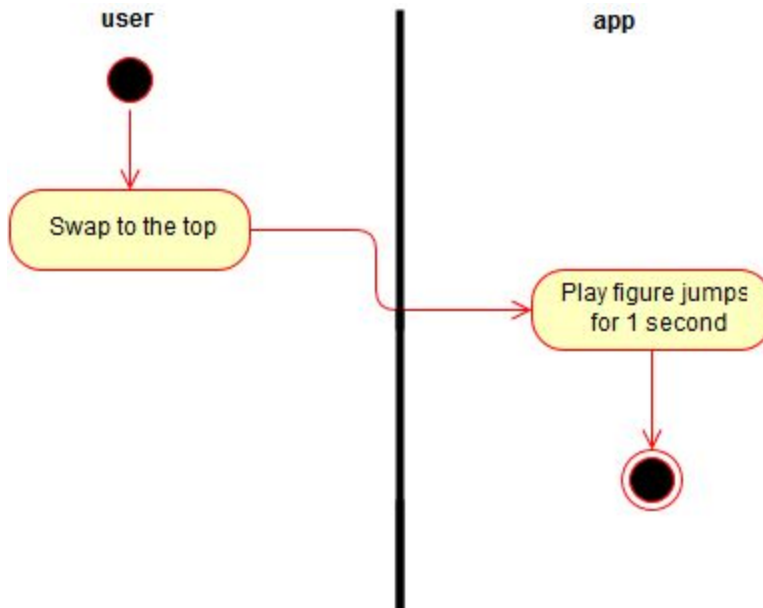
#### 1.2 Mockup



## 2. Flow of Events

### 2.1 Basic Flow

The user can let the play figure jump.



#### 2.1.1 Narration

Not possible to test with feature files.

### 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

## 7. Functions Points

We calculated the function points with the following table from TINY TOOLS. The Use Case Jump has 14.96 points.

**Domain Characteristic Table**

MEASUREMENT PARAMETER	COUNT (value >= 0)	WEIGHTING FACTOR		
		Simple	Average	Complex
Number of User Input	<input type="text" value="1"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of User Outputs	<input type="text" value="1"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of User Inquiries	<input type="text" value="1"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of Files	<input type="text" value="1"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of External Interfaces	<input type="text" value="0"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

[Complexity Adjustment Table](#) | [FP Calculation](#)