LERUKA

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Use-Case Specification: Duck

Version <1.0>

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Revision History

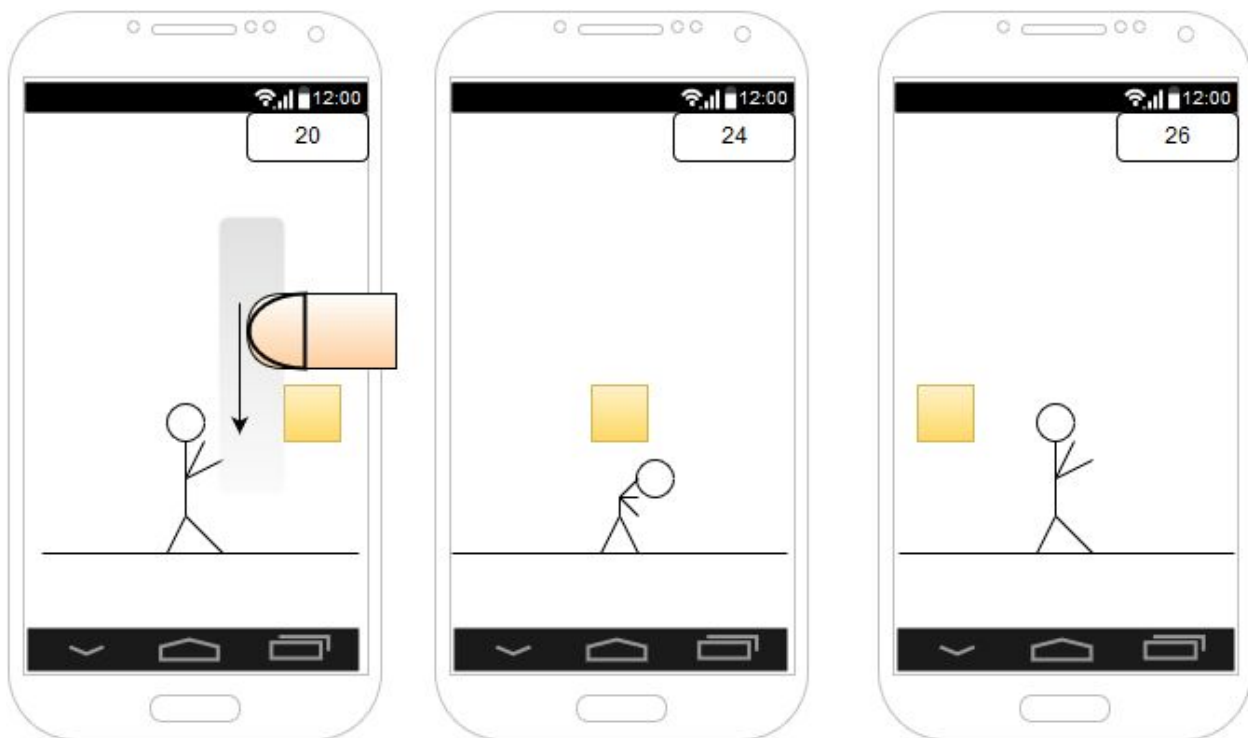| Date	Version	Description	Author
31/10/2015	1.0	Erstellen des UC-Dokuments	Ruth W.

Table of Contents

Use-Case Specification: Duck

1.   Use-Case Name

1.1   Brief Description

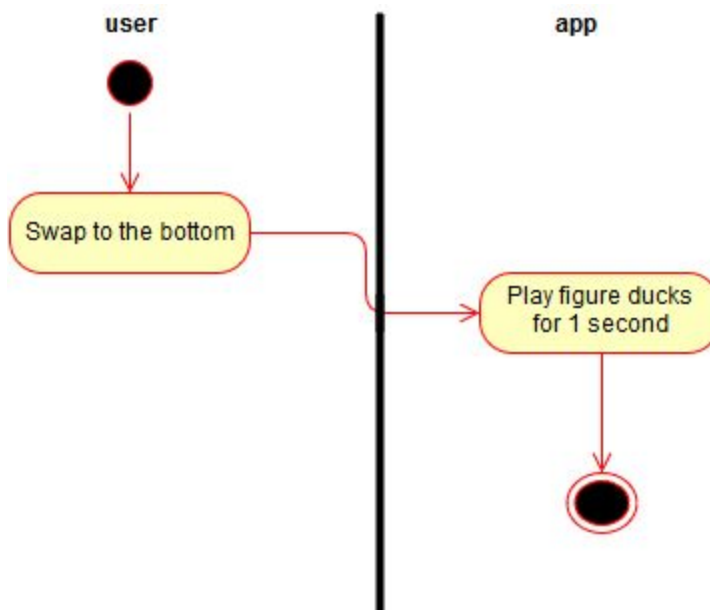"Duck" is the function to let the play figure duck under barriers.

1.2   Mockup

2.   Flow of Events

2.1   Basic Flow

The user can let the play figure duck.

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