

LERUKA

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Use-Case Specification: Duck

Version <1.3>

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.

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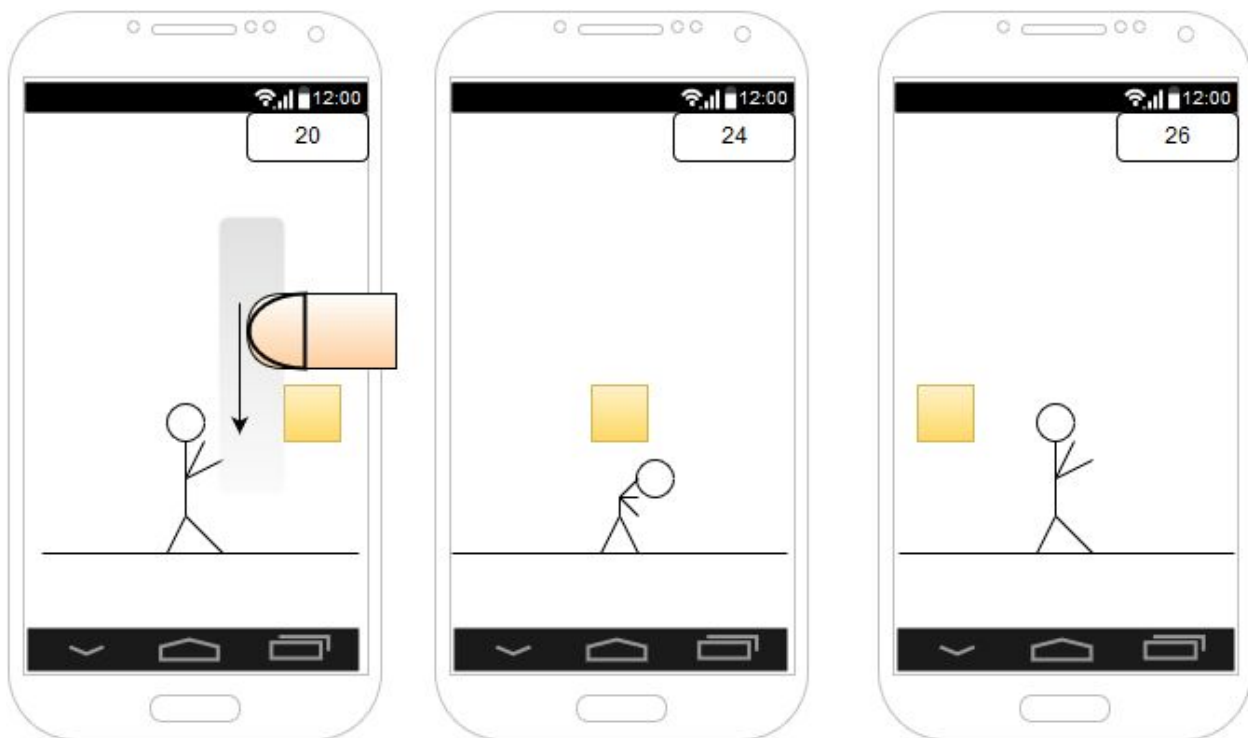
Use-Case Specification: Duck

1. Use-Case Name

1.1 Brief Description

Duck is the function to let the play figure duck under barriers. When the play figure succeeded then there will added points to the counter.

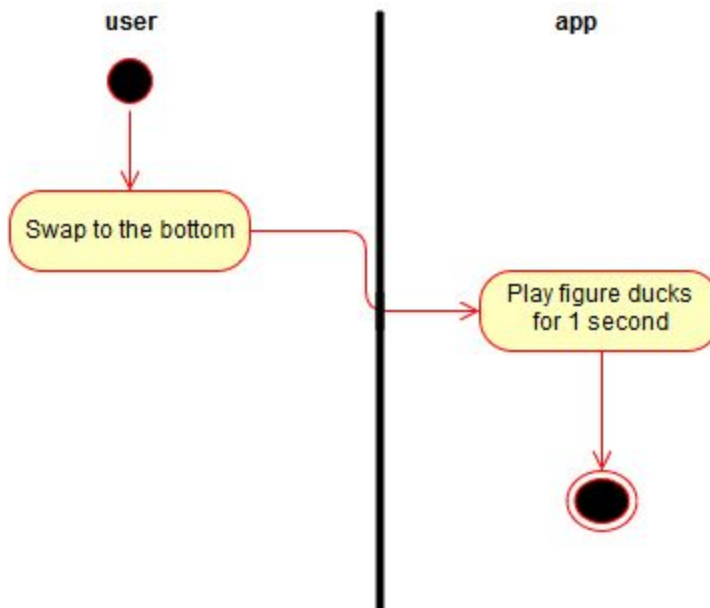
1.2 Mockup



2. Flow of Events

2.1 Basic Flow

The user can let the play figure duck and get points.



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 Duck 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](#)