

LERUKA

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Use-Case Specification: Duck

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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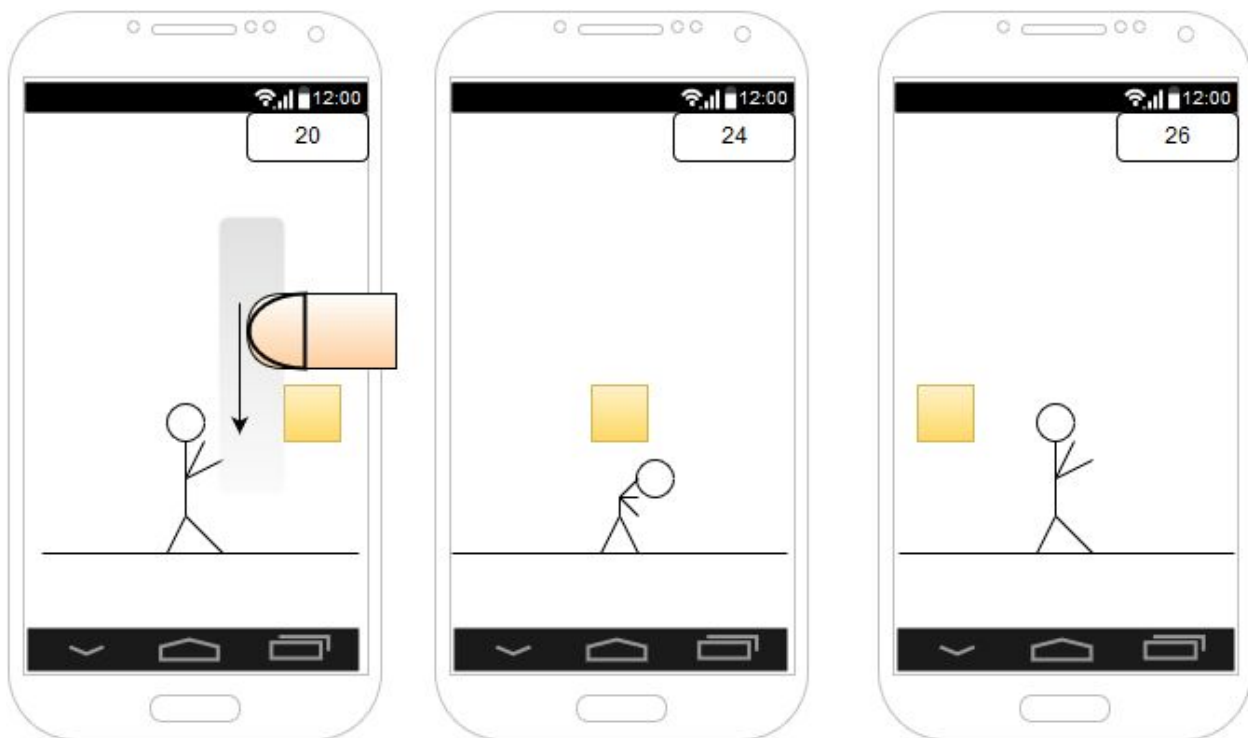
Use-Case Specification: Duck

1. Use-Case Name

1.1 Brief Description

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

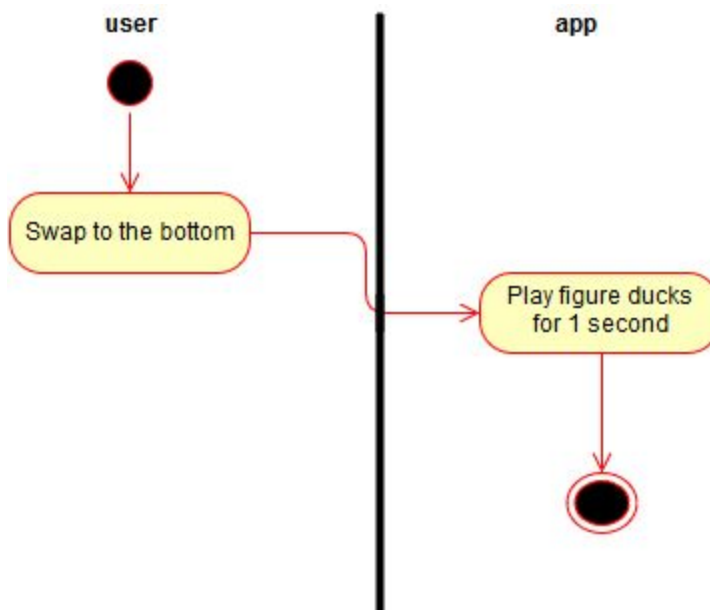
1.2 Mockup



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