LERUKA

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Use-Case Specification: Duck

Version <1.4>

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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.
01/06/2016	1.4	Anpassungen	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. When the play figure succeeded then the there will added points to the counter.
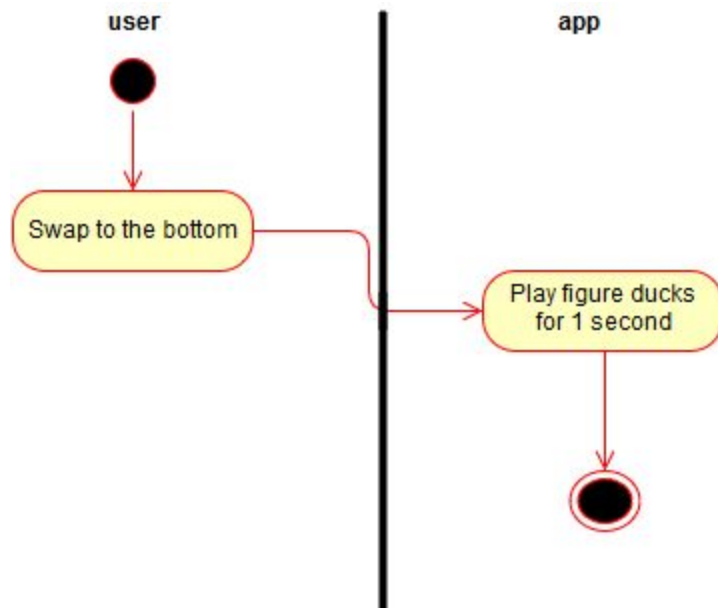
1.2 Mockup
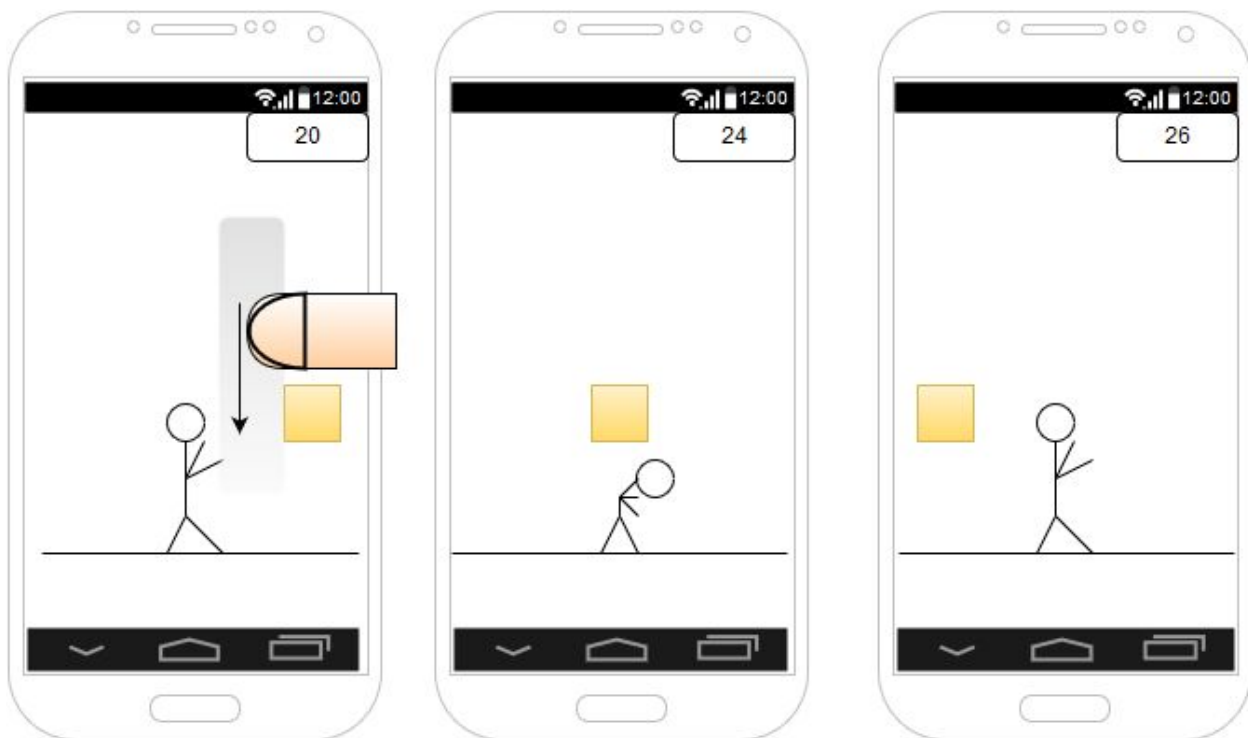
2. Flow of Events

2.1 Basic Flow

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

2.1.1 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 Duck has 14.96 points.

Domain Characteristic Table

MEASUREMENT PARAMETER	COUNT (value >= 0)	WEIGHTING FACTOR		
		Simple	Average	Complex
Number of User Input	1	⊙	○	○
Number of User Outputs	1	⊙	○	○
Number of User Inquiries	1	⊙	○	○
Number of Files	1	⊙	○	○
Number of External Interfaces	0	⊙	○	○

Complexity Adjustment Table | FP Calculation