Graphical Enigma Simulator

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Encrypt

Actors

The following actors are involved in this use case: User

Brief Description

Allows the user to explore the encryption function.

Basic Flow of Events

The use case begins when the User loads up simulator and accesses the encrypt feature.

|  |  |
| --- | --- |
| System: | Presents main menu |
| User: | Selects Encrypt from the main menu |
| System: | Proceeds to the encryption screen |
| User: | Enters letter which they wish to encrypt into the text box labelled, plain text. |
| System: | Simulation takes place, showing the animations of letter being encrypted into cipher text. |
| User: | Enters another letter to encrypt. (A1) |

Alternative Flows

A1 – Does not wish to enter anymore letters

This arises when the user does not want to enter anymore letters.

|  |  |
| --- | --- |
| System: | Finishes the animation taking place. |
| User: | Selects a menu option to go back to the main menu. (A2). |

A2 – User wishes to exit the simulator

This arises when the user wants to exit the simulator.

|  |  |
| --- | --- |
| User: | Selects Exit from the menu option. |
| System: | Asks user for confirmation to exit. |
| User: | Confirms Yes. (A3). |
| System: | Simulator closes. |

A3 – Does not confirm to exit

This arises when the user is asked for confirmation to exit.

|  |  |  |
| --- | --- | --- |
| User: | Selects No. | |
| System: | Presents menu. | |
|  | |
|  | |

Decrypt

Actors

The following actors are involved in this use case: User

Brief Description

Allows the user to explore the decryption function.

Basic Flow of Events

The use case begins when the User loads up simulator and accesses the decrypt feature.

|  |  |
| --- | --- |
| System: | Presents main menu |
| User: | Selects Decrypt from the main menu |
| System: | Proceeds to the Decryption screen |
| User: | Enters letter which they wish to decrypt into the text box labelled, ciphered text. |
| System: | Simulation takes place, showing the animations of letter being decrypted into plain text. |
| User: | Enters another letter to decrypt. (A1) |

Alternative Flows

A1 – Does not wish to enter anymore letters

This arises when the user does not want to enter anymore letters.

|  |  |
| --- | --- |
| System: | Finishes the animation taking place. |
| User: | Selects a menu option to go back to the main menu. (A2). |

A2 – User wishes to exit the simulator

This arises when the user wants to exit the simulator.

|  |  |
| --- | --- |
| User: | Selects Exit from the menu option. |
| System: | Asks user for confirmation to exit. |
| User: | Confirms Yes. (A3). |
| System: | Simulator closes. |

A3 – Does not confirm to exit

This arises when the user is asked for confirmation to exit.

|  |  |
| --- | --- |
| User: | Selects No. |
| System: | Presents menu. |
|  |  |
|  |  |

Exit

Actors

The following actors are involved in this use case: Player

Brief Description

Allows the user to exit the application.

Basic Flow of Events

The use case begins when the Player loads up the game

|  |  |
| --- | --- |
| System: | Presents main menu |
| Player: | Selects Exit from the main menu |
| System: | Asks user for confirmation to exit |
| Player: | Confirms Yes (A1) |
| System: | Application closes |

Alternative Flows

A1 – Does not confirm to exit

This arises when the user is asked for confirmation to exit.

|  |  |
| --- | --- |
| Player: | Selects No |
| System: | Presents main menu |