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**The Mathinator**

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**Use-Case Specification: View History**

**Version 1.0**

## Revision History

| Date     | Version | Description         | Author           |
|----------|---------|---------------------|------------------|
| 30/10/16 | 1.0     | Initial Description | Lamm, Hug, Saupp |
|          |         |                     |                  |
|          |         |                     |                  |
|          |         |                     |                  |

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# Use-Case Specification: View History

## 1. Use-Case “View History”

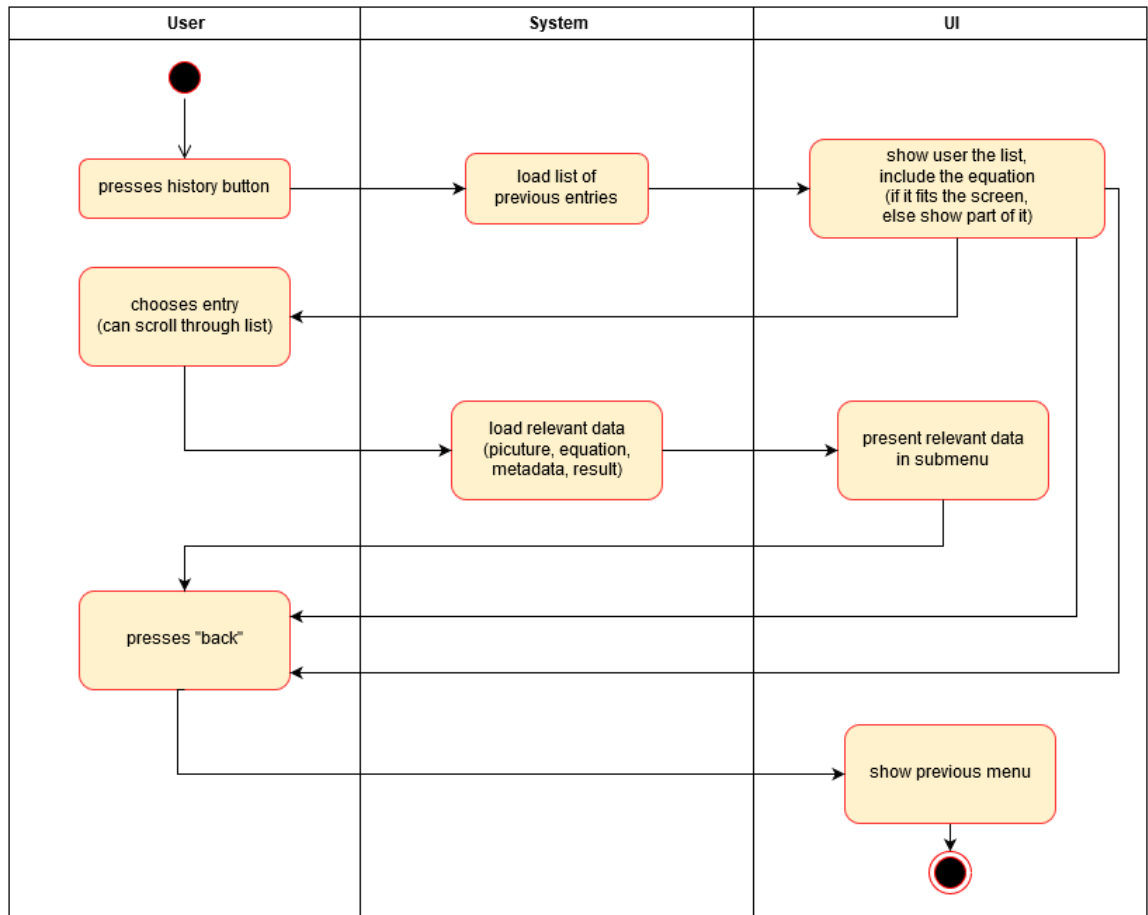
### 1.1 Brief Description

This Use Case defines how the user of the application can go through previously taken pictures/evaluated terms.

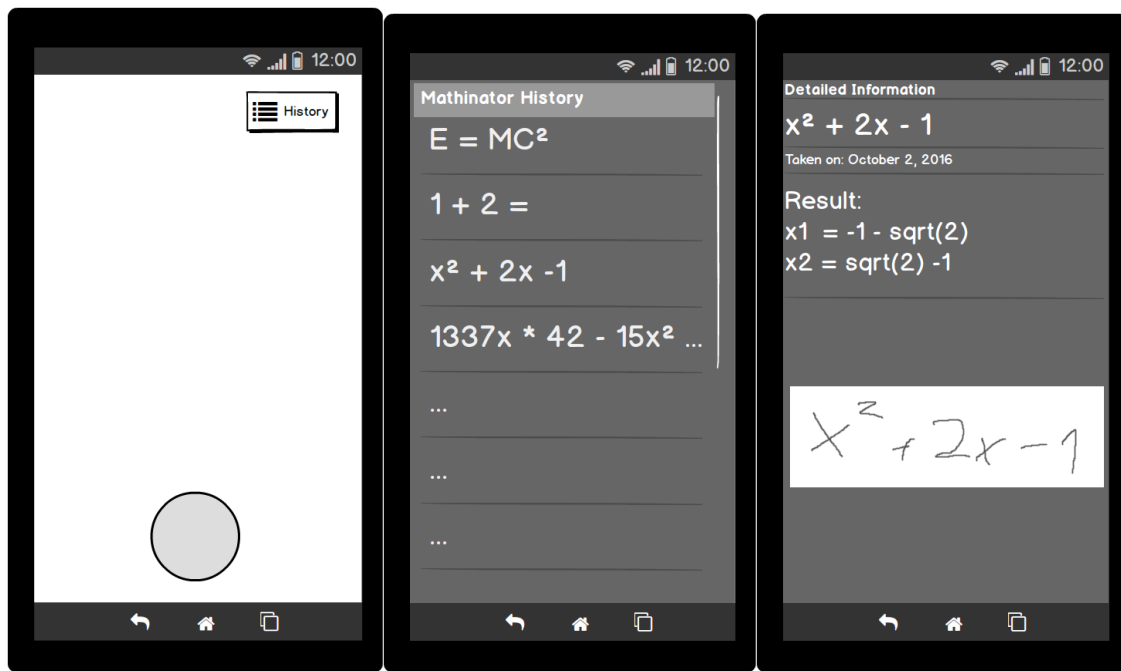
From the main screen, the history button is pressed. The user is being taken to a list-style menu (as shown in the mockup below) where he is able to scroll through a predefined number of previous entries. If an entry is being clicked, the full details will show (these are: Date the picture was taken, the equation / term in form of a string, the relevant part of the picture containing said equation and of course the result). The user is able to swipe left or right here, to switch to the previous/next entry. On pressing the “back” button, the user is being taken back to the main screen of the application.

## 2. Flow of Events

### 2.1 Basic Flow



Mockup:



Main Screen

List of previous entries

Detailed View

### 3. Preconditions

#### 3.1 Functionality on Android

Since the game is designed as an Android application it is necessary for the UI to be responsive to different screen sizes.

#### 3.2 Accessing the History Menu

To be able to enter the history, the user must be in the main screen of the app.

### 4.

### 5. Postconditions

#### 5.1 After Browsing History

After the user has finished viewing previous entries, he can go back to the main screen by pressing "back".

### 6. Extension Points

n/a