**The Mathinator
Use-Case Specification: Take A Picture**

Version 1.0

Revision History

Date	Version	Description	Author
29/10/16	1.0	Initial Description	Lamm, Hug, Saupp

Table of Contents

Use-Case Specification: Take A Picture

1.   Use-Case "Take A Picture"

1.1   Brief Description

This Use Case defines how the user of the application can feed the system input.
From the main screen, a picture is taken by pressing the camera button. If the system does not recognize any valid input, the user is asked to try again until either recognition is successful or the user aborts the operation.
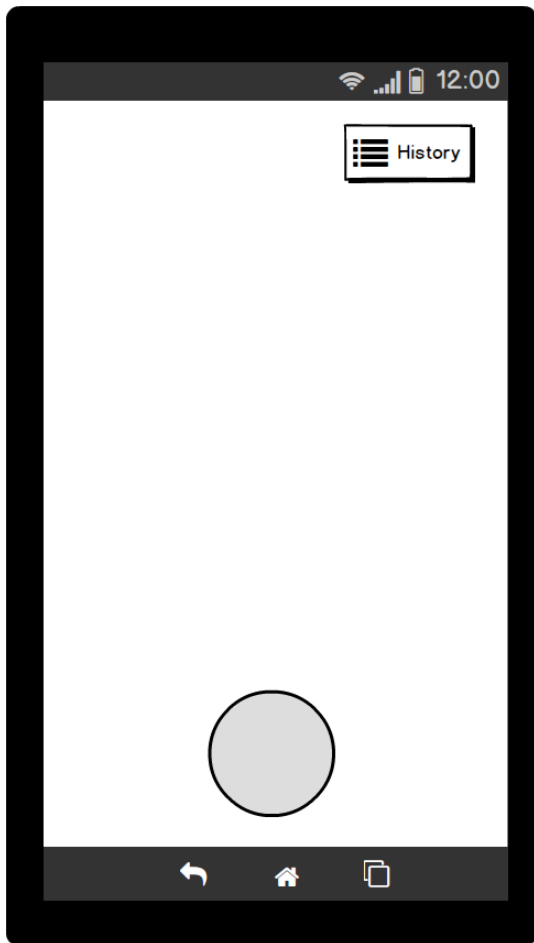
2.   Flow of Events

2.1   Basic Flow
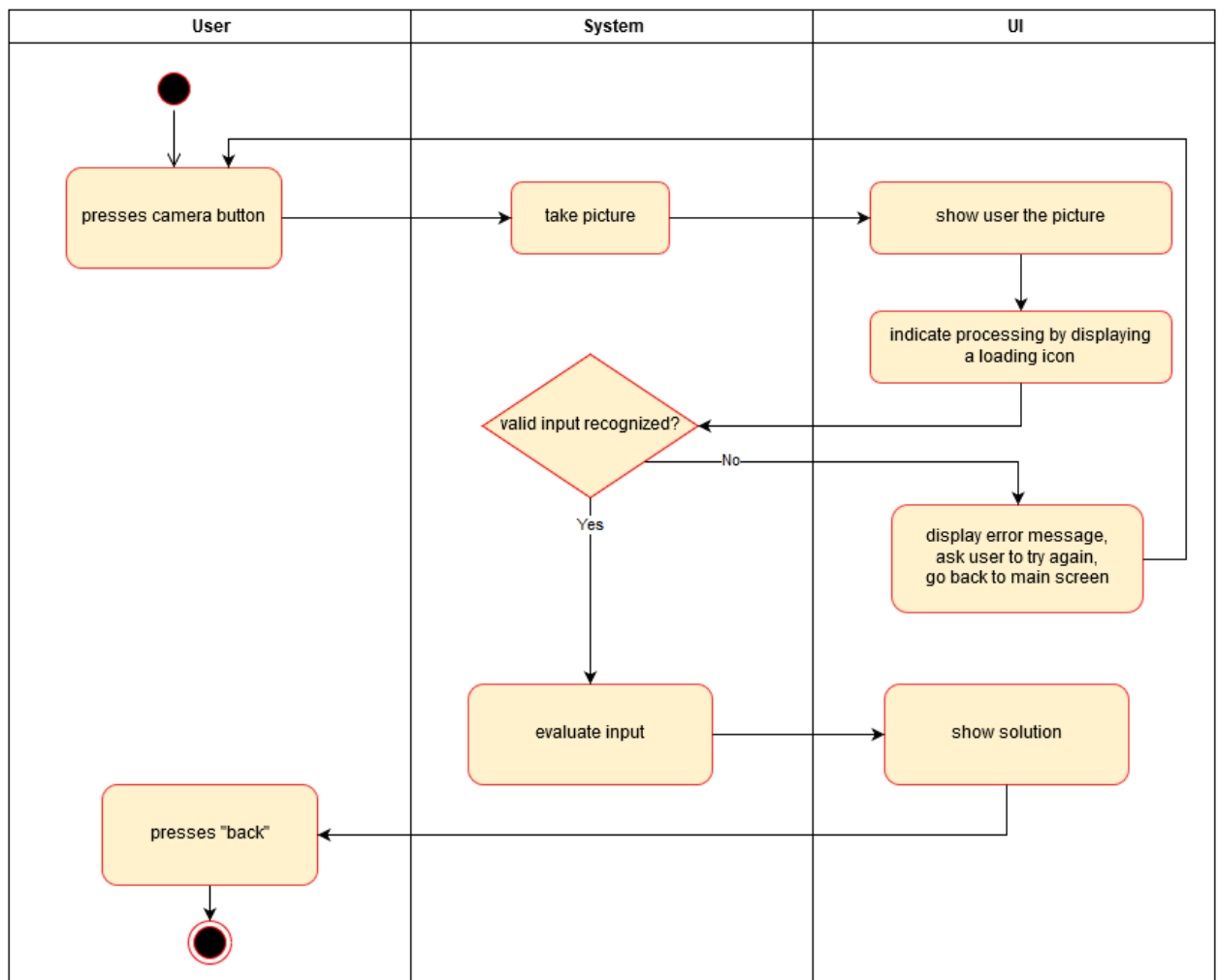
2.2 Mock-Up

Mock-Up:

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 Taking a Picture

To be able to take a picture, the user must be in the main screen of the app.

4. Postconditions

4.1 After Taking a Picture

After the picture is taken, the user is being redirected to the main screen.

5. Extension Points

n/a