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**The Mathinator**

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**Use-Case Specification: View History**

**Version 1.1**

## Revision History

| Date     | Version | Description                     | Author           |
|----------|---------|---------------------------------|------------------|
| 30/10/16 | 1.0     | Initial Description             | Lamm, Hug, Saupp |
| 1/11/16  | 1.1     | Changed Formatting, fixed Typos | Lamm, Hug, Saupp |
|          |         |                                 |                  |
|          |         |                                 |                  |

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# Use-Case Specification: View History

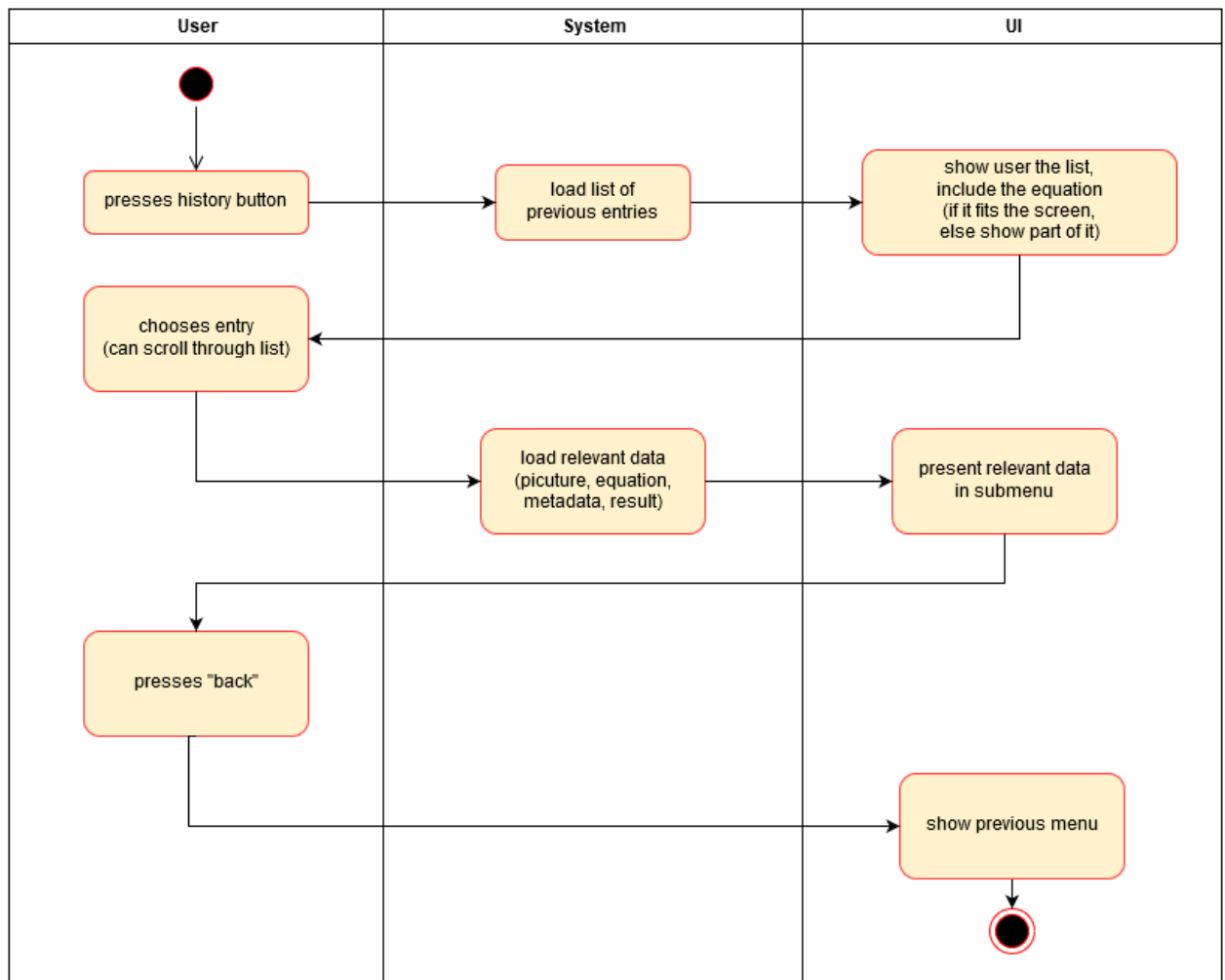
## 1. Use-Case “View History”

### 1.1 Brief Description

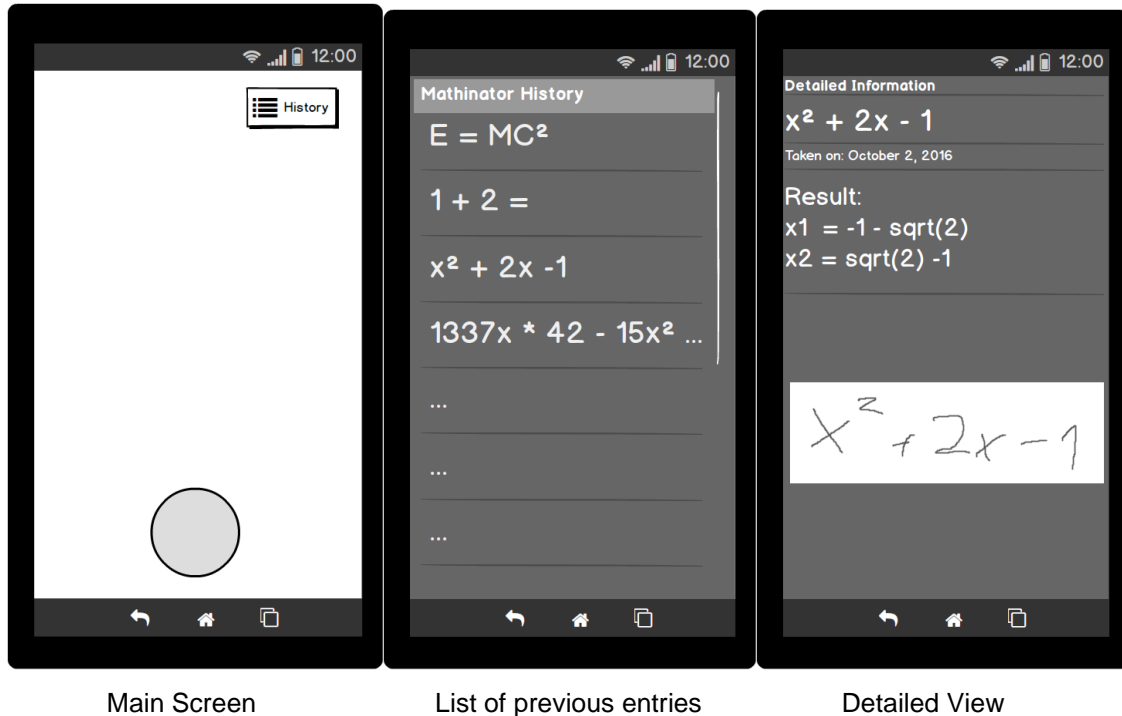
This Use Case defines how the user can go through previously taken pictures/evaluated terms. From the main screen, the history button is pressed. The user is being taken to a list-style menu (as shown in the mockup below) where he is able to scroll through a predefined number of previous entries. If 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 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:



### 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