

TextVenturer
Use-Case Specification: Enter a room

Version 1.0

TextVenturer	Version: <1.0>
Use-Case Specification: <Use-Case Name>UC Enter Room	Date: <01/11/16>

Revision History

Date	Version	Description	Author
01/11/16>	<0.1>	<UC-Enter Room>	<Simon Vollmer, Dominik Vogel, André Schmitt>

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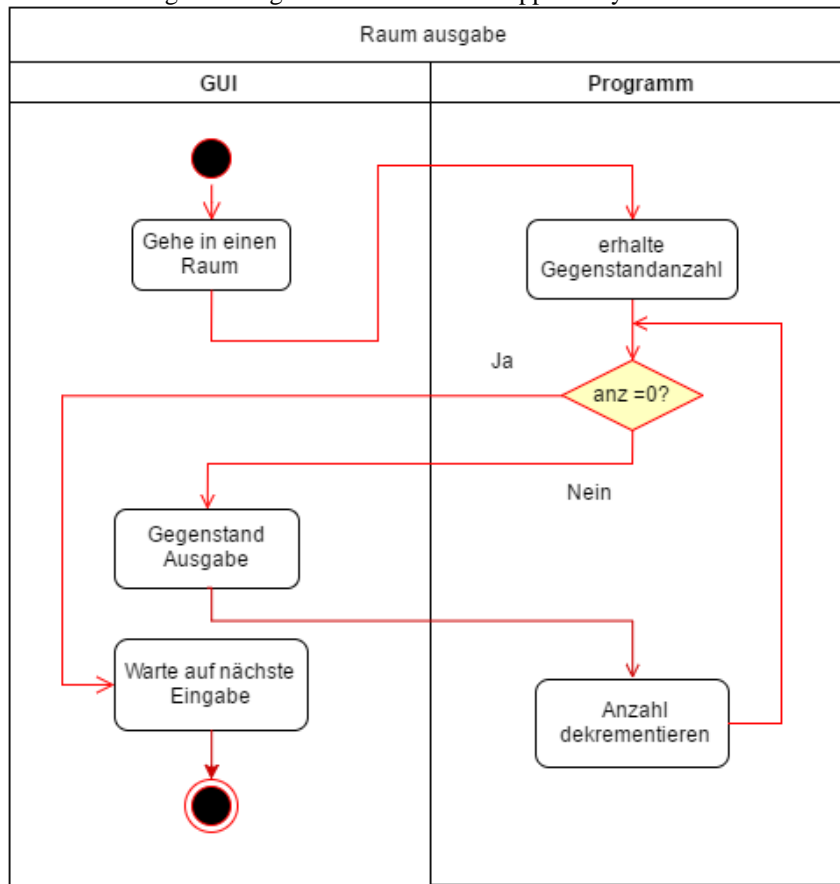
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Use-Case Specification: <Use-Case Name>

1. Use-Case Name

1.1 Brief Description

In the following UC-Diagram u can see what happens if you enter a new room.



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You enter the DHBW through the mainentrance.
There are the staircases from the C and E Wing, the Casino and
the information Board.
What do you want to do?

2. Flow of Events

2.1 Basic Flow

The purpose of the “Room Enter” UC is to get every information whenever you enter a new room.

2.2 Alternative Flows

n/a

3. Special Requirements

n/a

4. Preconditions

n/a

4.1 < Precondition One >

5. Postconditions

n/a

6. Extension Points

n/a