

Use Case 7: Undo and Redo Main Success Scenario

1. The user moves a block anywhere in the program, or executes an execution step in the gameworld.
2. The user presses the key combination Control+Z
3. The program area or gameworld is returned to the state it was in *before* the action taken in step 1.
4. The user presses the key combination Control+Shift+Z
5. The program area or gameworld is returned to the state it was in *after* the action taken in step 1.

Main Fail Scenario

1. The user performs any amount of actions
2. The user presses Control+Z multiple times to return to an older state.
3. The user performs another, different action.
4. The undo history gets cleared, and there is no possibility to redo any of the undoes performed in step 2.

