

## **Use Cases - Specific**

### **Menus**

1. Open file (.tan) - pop-up box
2. New file - pop-up box
3. Save file - pop-up box
4. Exit program - button

### **LED Cells**

1. Select cell - selector
2. Select multiple cells - selector
3. Empty a cell (Goes to black/0 value) - button
4. Select a color - color selector
5. Copy a color - button

### **Frame**

1. Increment length (Frame length) - input text box
2. Copy frame - button
3. Delete frame (remove all colors/options) - button
4. New frame (create a blank frame) - button
5. Move frame - button
6. Cut frame - button
7. Paste frame - button
8. Select frame - (shift select multiple cells?) - selector

## **Program/Music - (Testing Capability?)**

1. Start Program/Music (Play) - button
2. Stop Program/Music (Stop) - button
3. Pause Program/Music (Pause) - button
4. Select Music to sync (Add a delay to the start of music? Format? .mp3?) - pop-up box

## **Extras**

1. Choose effect (Menu-based) - pop-up box
2. Choose pattern (Menu-based) - pop-up box
3. Create character (Menu-based) - pop-up box
4. Random frame generator - pop-up box

## **Use Cases - General (Basic User Interactions)**

1. Menu (Used when multiple multiple use cases are related to house under one name for convenience)
2. Pop-up Box (Used for a use case which could require extra options)
3. Color Selector (Unique for choosing color from a color wheel, includes preset color selection)
4. Button (Use cases that need only a single press to function)
5. Scroll Bar (Use case for viewing multiple frames, easier access to fram view \*IN-PROGRESS\*)
6. Selector (Used when multiple items of a type can be selected to change their properties)
7. Input Text Box (Used for getting user input for user-designated values)