**5 Produktfunktionen**

**5.1 Benutzerverwaltung**

***5.1.1 Benutzer registrieren (/LF0010/)***

Jeder Benutzer kann sich selbständig in dem Spiel registrieren. Das Programm benötigt dafür die Angaben eines Benutzernamens und seines Passwortes. Danach hat er sofort Zugriff auf alle Funktionen des Spiels.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Funktion | |  |  |  |  |  | Nutzen |  |  | Aufwand |  |  | Must Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Should Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Nice to Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **UseCase** |  |  |  |  |  | hoch |  |  | mittel |  |  | MH | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Name** |  | Benutzer registrieren (/LF0010/) |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Art** |  | Anwendungsfall | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Kurzbeschreibung** |  | Jeder Benutzer kann sich |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  | selbständig am System |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | registrieren. Das Programm |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | benötigt dafür die Angaben eines |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | Benutzernamens und seines |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | Passwortes. Danach hat er sofort |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | Zugriff auf alle Funktionen des |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | Systems. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Auslöser** |  | Benutzer möchte sich bei | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  | Software registrieren | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Ergebnis** |  | Benutzer hat ein eigenes Konto |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Akteure** |  | neuer Benutzer | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Eingehende** |  | Username, Passwort |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Informationen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Vorbedingungen** |  | Benutzer darf noch nicht am | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  | System registriert sein | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Nachbedingung** |  | Benutzer kann sich bei der |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  | Software anmelden |  |  |  |  |  |  |  |  |  |  |  |  |
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***5.1.2 Benutzer anmelden (/LF0020/)***

Bevor sich ein Benutzer anmelden kann, muss er sich am System registriert haben. Bei der Anmeldung verlangt das Programm die Angabe des Benutzernamens und des dazugehörigen Passworts.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  | Funktion | |  |  |  |  |  |  | Nutzen |  |  | Aufwand |  |  | Must Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Should Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Nice to Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **UseCase** |  |  |  |  |  |  | hoch |  |  | gering |  |  | MH | | |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Name** |  | Benutzer anmelden (/LF0020/) | |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Art** |  | Anwendungsfall |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Kurzbeschreibung** |  | Jeder registrierte Benutzer kann | |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | sich jederzeit am System | |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  | anmelden. |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Auslöser** |  | Benutzer möchte auf Funktionen | | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | des Programms zugreifen. | | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Ergebnis** |  | Benutzer kann auf Funktionen | |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | des Systems zugreifen. |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Akteure** |  | Benutzer |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Eingehende** |  | Username, Passwort |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Informationen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Vorbedingungen** |  | Benutzer ist am System registriert | | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Nachbedingung** |  | Benutzer kann die Funktionen des | |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Systems nutzen |  |  |  |  |  |  |  |  |  |  |  |  |  |
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***5.1.3 Benutzer abmelden (/LF0030/)***

Das manuelle Abmelden vom System ist jederzeit möglich.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Funktion | |  |  |  |  |  | Nutzen |  |  | Aufwand |  |  | Must Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Should Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Nice to Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **UseCase** |  |  |  |  |  | hoch |  |  | gering |  |  | SH | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Name** |  | Benutzer abmelden (/LF0030/) |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Art** |  | Anwendungsfall | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Kurzbeschreibung** |  | Jeder Benutzer kann sich |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | jederzeit vom System abmelden. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Auslöser** |  | Benutzer braucht die Funktionen | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | der Software nicht mehr | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Ergebnis** |  | Benutzer kann nicht mehr auf die |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Funktionen des Systems |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  | zugreifen. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Akteure** |  | Benutzer | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Eingehende** |  | keine |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Informationen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Vorbedingungen** |  | Benutzer muss am System | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | angemeldet sein. | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Nachbedingung** |  | Benutzer kann sich jederzeit |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | wieder am System anmelden. |  |  |  |  |  |  |  |  |  |  |  |  |
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**5.2 Freundesliste verwalten**

***5.2.1 Freund hinzufügen (/LF0110/)***

Der angemeldete Benutzer kann Freunde in seiner Freundesliste hinzufügen. Dafür muss der Benutzerame des Freundes eingegeben werden.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Funktion | |  |  |  |  |  | Nutzen |  |  | Aufwand |  |  | Must Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Should Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Nice to Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **UseCase** |  |  |  |  |  | hoch |  |  | mittel |  |  | SH | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Name** |  | Freund hinzufügen (/LF0110/) |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Art** |  | Anwendungsfall | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Kurzbeschreibung** |  | Es kann jederzeit ein Freund |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | hinzugefügt werden. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Auslöser** |  | Benutzer möchte jemandem eine | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Abstimmung schicken. | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Ergebnis** |  | Freund befindet sich in der |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Freundesliste des Benutzers. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Akteure** |  | Benutzer, Freund | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Eingehende** |  | Username des Freundes |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Informationen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Vorbedingungen** |  | Benutzer möchte mit jemandem | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Abstimmen. | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Nachbedingung** |  | Freund kann eine Abstimmung |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | gesendet werden |  |  |  |  |  |  |  |  |  |  |  |  |
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|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

***5.2.2 Freund entfernen (/LF0120/)***

Der angemeldete Benutzer kann Freunde aus der Freundesliste entfernen.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Funktion | |  |  |  |  |  | Nutzen |  |  | Aufwand |  |  | Must Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Should Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Nice to Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **UseCase** |  |  |  |  |  | hoch |  |  | gering |  |  | SH | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Name** |  | Freund entfernen (/LF0120/) |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Art** |  | Anwendungsfall | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Kurzbeschreibung** |  | Es kann ein Freund, der sich in |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | der Freundesliste befindet, |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  | entfernt werden. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Auslöser** |  | Benutzer möchte einen Freund | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | aus seiner Freundesliste | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  | entfernen | | |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Ergebnis** |  | Freund befindet sich nicht mehr in |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | der Freundesliste des Benutzers |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Akteure** |  | Benutzer, Freund | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Eingehende** |  | Username des Freundes |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Informationen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Vorbedingungen** |  | Freund befindet sich in der | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Freundesliste des Benutzers | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Nachbedingung** |  | Keine |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

**5.5 Einstellungen ändern**

***5.5.1 Hilfe anzeigen (/LF0410/)***

Der angemeldete Benutzer kann ein Hilfefenster öffnen, in dem die wichtigsten Funktionen kurz beschrieben werden. Weiteres sind auch die Richtlinien des Umgangs mit den Abstimmungen einzulesen.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  |  | Funktion | |  |  |  |  |  | Nutzen |  |  | Aufwand |  |  | Must Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Should Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Nice to Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **UseCase** |  |  |  |  |  | hoch |  |  | mittel |  |  | SH | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Name** |  | Hilfe anzeigen (/LF0410/) |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Art** |  | Anwendungsfall | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Kurzbeschreibung** |  | Die Hilfe (wie die Software |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | bedient wird) und die Richtlinien |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  | (an die sich die Benutzer halten |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | müssen) der Software werden |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | aufgerufen. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Auslöser** |  | Der Benutzer verwendet die | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Software das erste Mal oder | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  | möchte die Richtlinien überprüfen. | | |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Ergebnis** |  | Ein Hilfefenster befindet sich im |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Vordergrund der Applikation. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Akteure** |  | Benutzer | | |  | |  |  |  |  |  |  |  |  |
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|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Eingehende** |  | keine |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Informationen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Vorbedingungen** |  | Benutzer hat sich angemeldet | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Nachbedingung** |  | Benutzer sieht das Hilfefenster |  |  |  | |  |  |  |  |  |  |  |  |
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|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

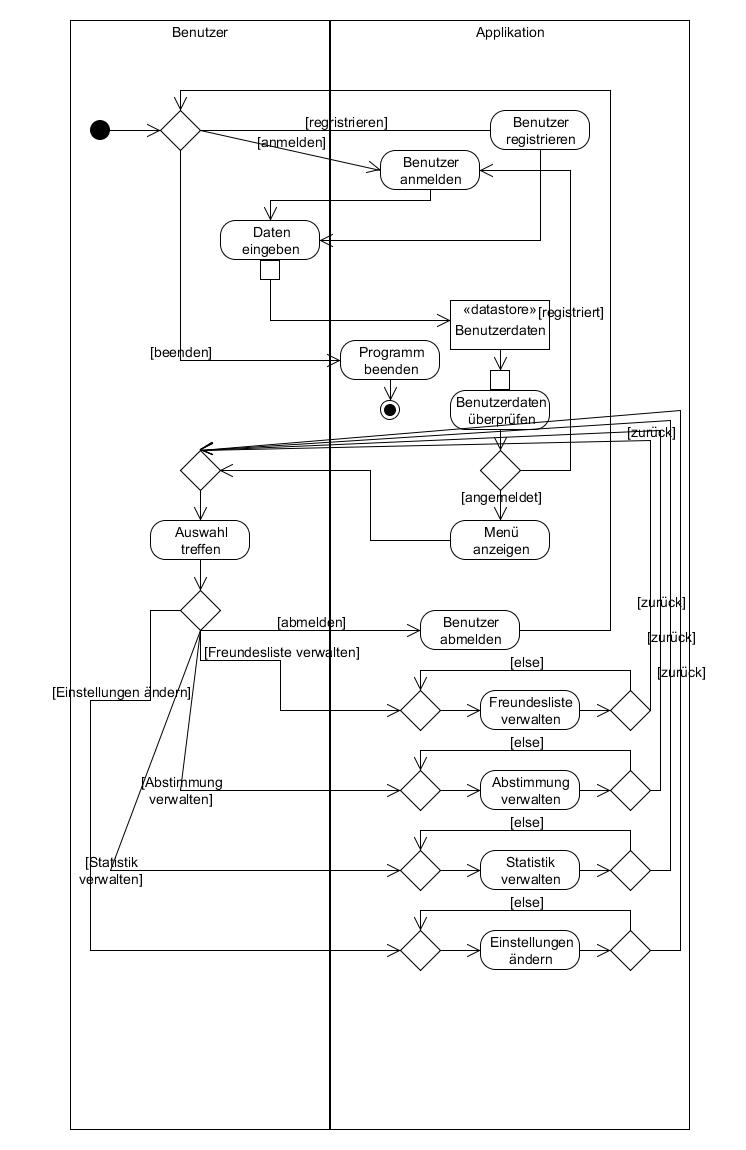
|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Abstimmungstool für Android | V. 1.1 |  |  |  | 10.11.2011 |

***5.5.3 Passwort ändern (/LF0430/)***

Der angemeldete Benutzer hat die Möglichkeit, sein Passwort unter Angabe seines alten Passwortes, seines neuen Passwortes und einer Bestätigung seines neuen Passwortes (erneute Eingabe) zu ändern.

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|  |  | Funktion | |  |  |  |  |  | Nutzen |  |  | Aufwand |  |  | Must Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Should Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Nice to Have |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **UseCase** |  |  |  |  |  | hoch |  |  | hoch |  |  | SH | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Name** |  | Passwort ändern (/LF0430/) |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Art** |  | Anwendungsfall | | |  | |  |  |  |  |  |  |  |  |
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|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Kurzbeschreibung** |  | Das Passwort des Benutzers wird |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | durch ein neues ersetzt. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Auslöser** |  | Das Passwort des Benutzers soll | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | durch ein neues ersetzt werden. | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Ergebnis** |  | Der Benutzer kann sich mit einem |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | neuen Passwort einloggen. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Akteure** |  | Benutzer | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Eingehende** |  | altes Passwort, neues Passwort, |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Bestätigung des neuen |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Informationen** |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  | Passwortes |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Vorbedingungen** |  | Benutzer hat sich angemeldet | | |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  | |  |  | |  |  |  |  |  |  |  |  |
|  |  |  | **Nachbedingung** |  | Benutzer hat sich mit neuem |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  | Passwort eingeloggt. |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

**5.6 Aktivitätsdiagramm**

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