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3D Effect

Use Case Specification

Vision 1.0

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1. Definition

This is the requirement description for the 3D effect use case. 3D effect use case is for system to support 3D movements of hoodles.

1. Preconditions

The movement of a certain hoodle is decided.

1. Post Conditions

The hoodle moves to a new location.

1. Scenarios

Receive movement information from Basic logic use case.

1. Exceptions or Branches

If it fails, change the location without effects.

1. Note

Null.