DocNo: 001.C.6:1

3D Effect

Use Case Specification

Vision 1.1

**Group Member:**

施宇

鲁皓

万成城

曹翼丰

**Document Language:**

English

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 2015-11-16 | 1.0 | Finish the first edition of the document | 万成城 |
| 2016-01-05 | <1.1> | Final Fix | 万成城 |

**Table of Contents**

1. Definition 3

2. Preconditions 3

3. Post Conditions 3

4. Scenarios 3

5. Exceptions or Branches 3

6. Note 3

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 and generation of pickups.

1. Preconditions
2. The chess game starts.
3. Game mode with pickups is chosen.
4. Post Conditions
5. The hoodle jumps to a new location.
6. A new pickup generated.
7. Scenarios

Receive movement information from Basic logic use case.

Receive generation information from Game mode use case.

1. Exceptions or Branches

If it fails, put the hoodle back to its initial place or delete the new pickup.

1. Note

Null.