UML Use Case 01 – Move Shapes

Use Case Number	01
Application	2D Graphics Modeler (Super Scrum)
Use Case Name	Move Shapes
Use Case Description	The actor can move shapes being rendered.
Primary Actor	2D Graphics Modeler Administrator
Precondition	• Initialize shape list • Displaying shapes on canvas • Actor is logged in as Administrator
Trigger	The actor moves shapes on canvas with their mouse.
Basic Flow	1. Actor navigates to the File tab in the menu bar 2. Actor selects Log In in the drop down menu 3. Actor logs into Administrator account 4. Actor navigates to the shape menu 5. Actor adds a shape to the canvas 6. Actor navigates to the canvas and moves rendered shape
Alternate Flows	• If shape already exists on canvas then Actor does not need to add a new one • Actor can create a shape or use an existing one from the shape menu