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 listDisplaying shapes on canvasActor is logged in as Administrator |
| Trigger | The actor moves shapes on canvas with their mouse. |
| Basic Flow | Actor navigates to the File tab in the menu bar Actor selects Log In in the drop down menu Actor logs into Administrator account Actor navigates to the shape menu Actor adds a shape to the canvas 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 |