HW1.UseCases and Story Board

Use Case #1: Choose Configuration

Participating Actor: Initiated by user
Entry Condition: None
Exit Criteria: Configuration is selected
Flow of Events:

1) User requests to choose a configuration
2) SyllablastApp chooses configuration and refreshes display

Use Case #2: Swap Syllables

Participating Actor: Initiated by user
Entry Condition: User selects 2 syllables
Exit Criteria: Syllables are swapped, score increments/decrements, number of swaps incremented
Flow of Events:

1) User requests to swap syllables
2) SyllablastApp swaps syllables and refreshes display

Use Case #3: Reset Puzzle

Participating Actor: Initiated by user
Entry Condition: None
Exit Criteria: Puzzle is reset to initial state, both score and number of swaps is reset to 0
Flow of Events:

1) User requests to reset puzzle
2) SyllablastApp resets puzzle and refreshes display

Use Case #4: Undo Swap

Participating Actor: Initiated by user
Entry Condition: A swap has been made
Exit Criteria: Syllables return to previous location, score incremented/decremented, number of swaps decreases by 1
Flow of Events:

1) User requests to undo a swap
2) SyllablastApp undoes swap and refreshes display

Use Case #5: Complete Puzzle

Participating Actor: Initiated by User
Entry Condition: All syllables in correct position
Exit Criteria: Congratulatory message appears, puzzle becomes inactive
Flow of Events:

1) User swaps two syllabus (completes puzzle)
2) SyllablastApp congratulates user, refreshes display

Story Board