

ASSIGNMENT IP.1 - JACOB CHLEBOWSKI

Use Cases:

Use Case: Choose Configuration

Participating Actor: User

Entry Condition: None

Exit Criteria: Configuration selection updated

Flow of Events:

1. User requests configuration change
2. NinjaseApp resets configuration & refreshes display

Use Case: Move Nina-Se

Participating Actor: User

Entry Condition: None

Exit Criteria: ninjase has been moved

Flow of Events:

1. User requests to move ninajse
2. NinajseApp moves ninjase, increments move counter, and refreshes display

Use Case: Pick up Key

Participating Actor: User

Entry Condition: Must be on tile with key

Exit Criteria: Key has been picked up by ninjase

Flow of Events:

1. User requests to pick up key
2. NinjaseApp updates game board, increments move counter, and refreshes display

Use Case: Unlock Door

Participating Actor: User

Entry Condition: ninjase must move to tile with locked door, correct key must be held

Exit Criteria: Door has been unlocked

Flow of Events:

1. User requests to move ninjase to locked door square
2. NinjaseApp unlocks door, moves ninjase, updates counter and refreshes display

Use Case: Reset Puzzle

Participating Actor: User

Entry Condition: None

Exit Criteria: ninjase, keys, and doors all reset to original configuration

Flow of Events:

1. User requests to reset puzzle
2. NinjaseApp resets puzzle and move counter, and refreshes display

Storyboard:

Jacob Chlebowski IP.1

