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| General Information | |
| Use Case ID Number : UC003  Subject Area : Lowest Level Object  Description : How the user interacts with the application. | Responsible Analyst : Chessgames |

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| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 001 | Allow player to interact with the application through a touch screen interface. |
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| Revision History | | |
| Author | **Date** | **Comments** |
| Lewis Sanchez | 11/15/14 | First draft |
| Jacob Neal | 11/18/14 | Updated |
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| **Insertion Points in other Use Cases** | | |
| Use Case Name | **Use Case Number** | **Step Inserted After** |
| N/A |  |  |
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| **Actors** | | |
| **Actor Name** | **P/S** | **Brief Description** |
| Chessgames player | P | Players will be able to interact with the application on either desktop or mobile platforms through either a touch or mouse click. |
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| **Pre-Conditions** | |
| # | Description |
|  | The application is running on either a desktop computer or a mobile device. |

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| **Start Stimulus** |
| Chessgames user interacts with the application. |

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| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt UC Name/Number** | **Bus Rule(s)#** |
| 01 | User taps/clicks object. |  |  |
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| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds/Alt Use Case #** |
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| Post-Conditions | |
| **#** | **Description** |
| 1 | Invokes method for event handling. |
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| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
| CG\_object | Abstract Base Class that other Chessgames specific objects will inherit from. This class will provide the basic functionality of handling a touch or click event in the exact same manner. |  |
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| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 | You must be running this application on some computer or device. | 11/15/14 | Lewis Sanchez |  |  |
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| **Issues** | | | | | |
| **#** | **Issue** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
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| **Other Comments** | | |
| **Author** | **Comment** | **Date** |
| Jacob Neal | The purpose of this “low level object” is to allow us to both, test the application on our desktop computers without the need for emulation, and deploy the application on either iOS or Android devices. This also allows us to support the major OS’s (Windows, Mac, Linux). | 11/18/14 |
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| Frequency of Execution |
| **Frequency:**  Minimum: 24 Maximum: 240 Average: 120 (OR)Fixed:  **Per:** Hour:Day:  Week:  Month:  Day:  Other: |

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| **Timing Information** | | | | | | | |
| **#** | **At/**  **Between** | **Step(s)** | **Timing**  **Unit** | **Minimum** | **Average** | **Maximum** | **Comments** |
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| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | 02 | bytes |  | 4k |  |  |
| 2 | 06 | bytes |  | 4k |  |  |
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| **Alternate Course General Information** |
| Alternate Course Name:  Alternate Course Number:  Parent Use Case Name:  Parent Use Case Number:  Description:  Reason for Execution: Non Exception:  Exception:  Exception #:  Start(Trigger) Stimulus:  Type of Execution (optional): Manual:  Automatic: |

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| Insertion Point |
| Step Inserted After |
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| Pre-Conditions | |
| 1. |  |
| 2. |  |

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| Alternate Course Steps | | | |
| **#** | **Step Description** | **Adds/Alt Use Case #** | **Business Rule(s)#** |
| 1. |  |  |  |
| 2. |  |  |  |
| 3. |  |  |  |
| 4. |  |  |  |

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| Post-Conditions | |
| 1. |  |
| 2. |  |