CS308 Gizmoball Use Cases

**Name:** Add Gizmo

**Preconditions:** In build mode

**Triggers:** Add gizmo button pressed

**Main:**

1. User selects gizmo to add

2. User selects empty board square to place gizmo

**Alterative:**

2. User selects a used board square to place gizmo

3. System prompts user of error in gizmo placement

4. Go to step 2 (Main)

2. User rotates the gizmo

3. Go to step 2 (Main)

**Postconditions:** The selected gizmo is added to the game board

**Name:** Edit Gizmo

**Preconditions:** In build mode with at least one gizmo placed

**Triggers:** Edit gizmo button pressed

**Main:**

1. User selects gizmo they wish to edit

2. User selects empty board square to place gizmo

**Alterative:**

2. User selects a used board square to place gizmo

3. System prompts user of error in gizmo placement

4. Go to step 2 (Main)

2. User rotates the gizmo by pressing rotate button

3. Go to step 2 (Main)

**Postconditions:** Selected gizmo is moved and/or rotated

**Name:** Delete Gizmo

**Preconditions:** In build mode with at least one gizmo placed

**Triggers:** Delete gizmo button pressed

**Main:**

1. User selects the gizmo they wish to delete

**Alternative:**

1. User selects an empty board square

2. System prompts user to select a gizmo to delete

3. Go to step 1 (Main)

**Postconditions:** The selected gizmo is removed from the game board

**Name:** Connect Gizmo

**Preconditions:** In build mode with at least one gizmo placed

**Triggers:** Connect gizmo button pressed

**Main:**

1. User selects the gizmo they wish to connect

2. User presses the keyboard key they wish to bind to the gizmo action

3. System prompts user to choose when action is preformed (on press or release)

**Alternative:**

2. User selects another gizmo for the currently selected gizmo to connect to

2. User selects an empty board square

3. System prompts user to select another gizmo or press and key

4. Go to step 2

**Postconditions:** The connection has been made on the selected gizmo

**Name:** Save Board

**Preconditions:** In build mode with at least one gizmo placed

**Triggers:** Save button pressed

**Main:**

1. System saves the current game board to file.

**Postconditions:** Game board is saved to a file

**Name:** Load Board

**Preconditions:** In build mode

**Triggers:** Load button pressed

**Main:**

1. System loads the game board from save file.

**Postconditions:** Game board is created from save file.

**Name:** Run game

**Preconditions:** In build mode with a ball placed

**Triggers:** Run button pressed

**Main:**

1. System begins the game, where the user may press keys to trigger gizmo actions

**Postconditions:** Game is in running mode

**Name:** Stop game

**Preconditions:** In running mode

**Triggers:** Stop button pressed

**Main:**

1. Game stops running

**Postconditions:** Game is in build mode

**Name:** Quit game

**Preconditions:** None

**Triggers:** Quit button pressed

**Main:**

1. Program shuts down

**Postconditions:** Program is closed