
nappydevelopment

**Nappy, the ingenious
Use-Case Specification: View Info**

Nappy, the ingenious	Version: 1.3
Use-Case Specification: View Info	Date: 19/04/2016

Revision History

Date	Version	Description	Author
21/11/2015	1.0	Initial Version	Mehmet Ali Incekara
26/11/2015	1.1	Finishing touches and create PDF	Mehmet Ali Incekara
30/11/2015	1.2	Add SikuliX	Mehmet Ali Incekara
19/04/2016	1.3	Update UC (grammer, style, ...)	Mehmet Ali Incekara

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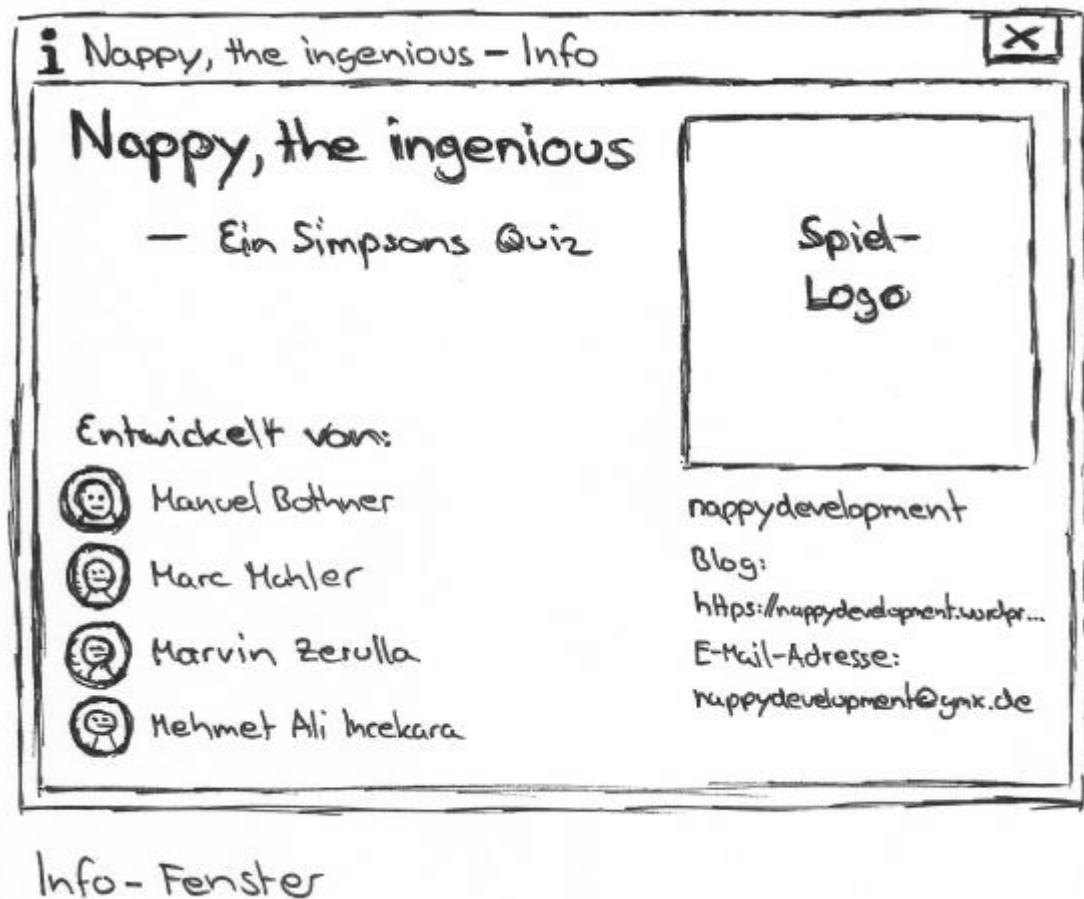
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Use-Case Specification: View Info

1. Use-Case View Info

1.1 Brief Description

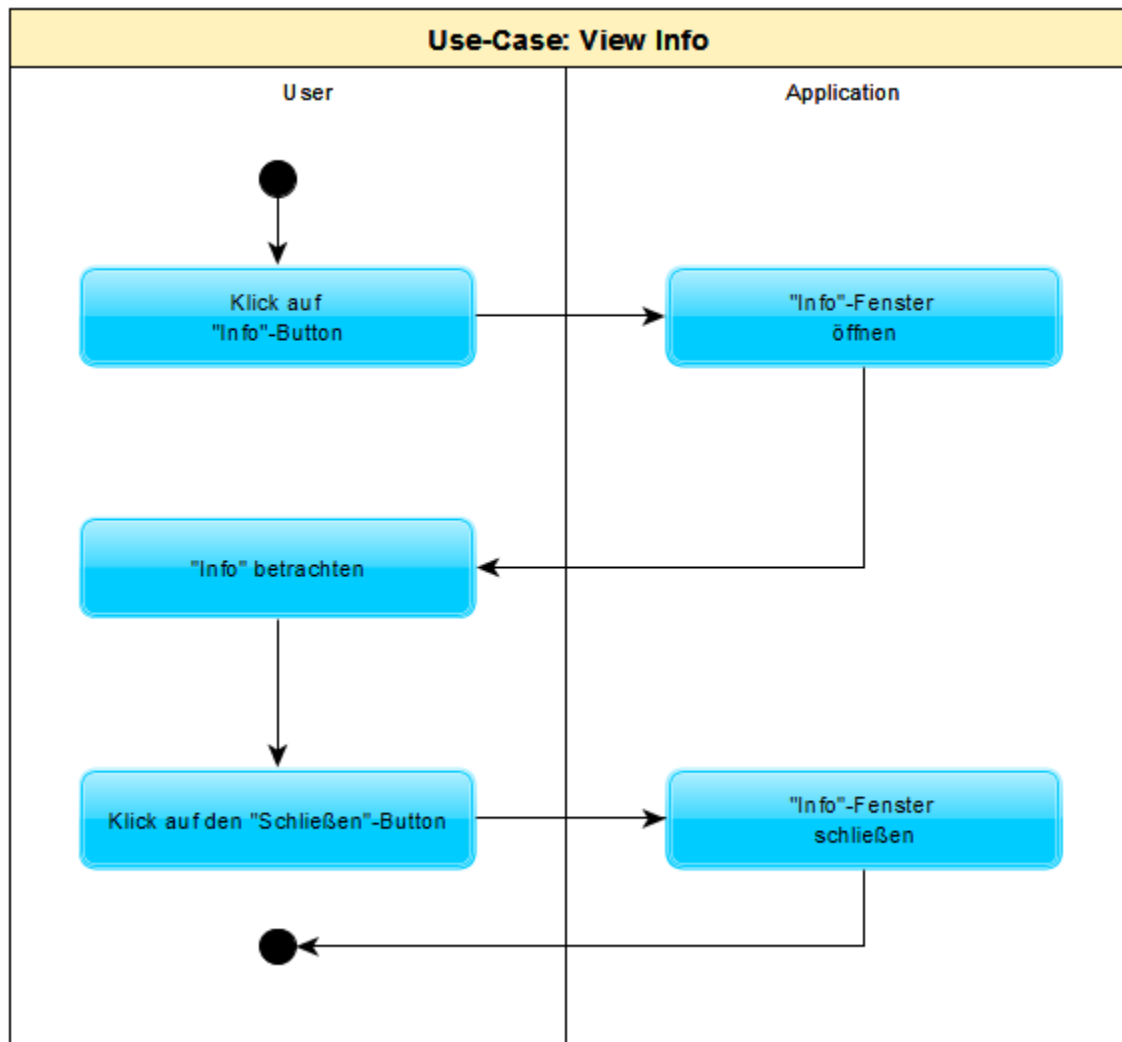
Dieser Use-Case ermöglicht es dem Benutzer Informationen über das Spiel (Entwickler und Kontaktmöglichkeiten) nachzulesen.



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2. Flow of Events

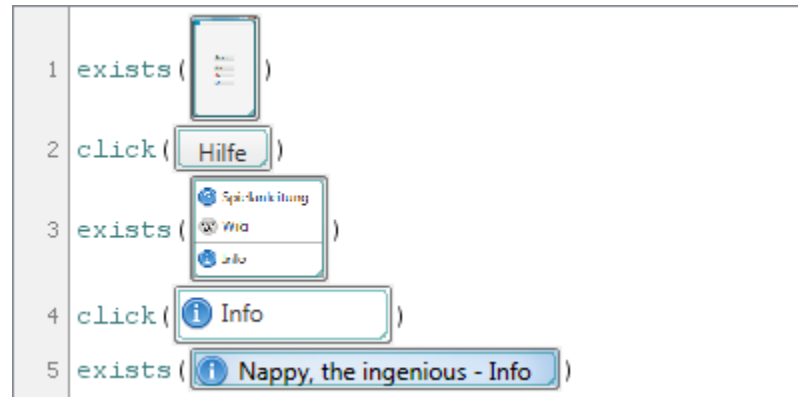
2.1 Basic Flow



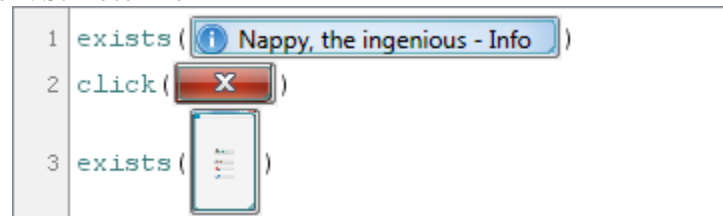
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Aufgrund der Tatsache, dass Cucumber nicht für Desktop-Apps unterstützt wird, werden die Tests mit SikuluX 1.1.0 durchgeführt

Scenario 1: Öffne Info



Scenario 2: Schließe Info



SikuliX-Directory: <https://github.com/nappydevelopment/docs/tree/master/sikulix>

2.2 Alternative Flows

(n/a)

3. Special Requirements

(n/a)

4. Preconditions

(n/a)

5. Postconditions

(n/a)

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6. Extension Points

6.1 Function Points

Domain Characteristic Table

MEASUREMENT PARAMETER	COUNT (value >= 0)	WEIGHTING FACTOR		
		Simple	Average	Complex
Number of User Input	<input type="text" value="0"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of User Outputs	<input type="text" value="1"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of User Inquiries	<input type="text" value="0"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of Files	<input type="text" value="3"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Number of External Interfaces	<input type="text" value="0"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

[Complexity Adjustment Table](#) | [FP Calculation](#)

Dieser UseCase hat keine Interaktion mit einer Datenbank, werder der Benutzer kann “groß” mit der Oberfläche interagieren. Bei den Dateien handelt es sich um eine überschaubare Anzahl an Dateien. Jedoch musste dafür auch eine GUI entworfen werden.