

**Nappy, the ingenious
Use-Case Specification: Change Settings**

Nappy, the ingenious	Version: 1.5
Use-Case Specification: Change Settings	Date: 30/11/2015

Revision History

Date	Version	Description	Author
21/10/2015	1.0	First Version	Manuel Bothner
01/11/2015	1.1	Added Change_Settings.feature-Screenshot	Manuel Bothner
13/11/2015	1.2	Remove Cucumber, Add SikuliX	Mehmet Ali Incekara
25/11/1015	1.3	Update SikuliX	Mehmet Ali Incekara
26/11/1015	1.4	Finishing touches and create PDF	Mehmet Ali Incekara
30/11/2015	1.5	Update SikuliX	Mehmet Ali Incekara

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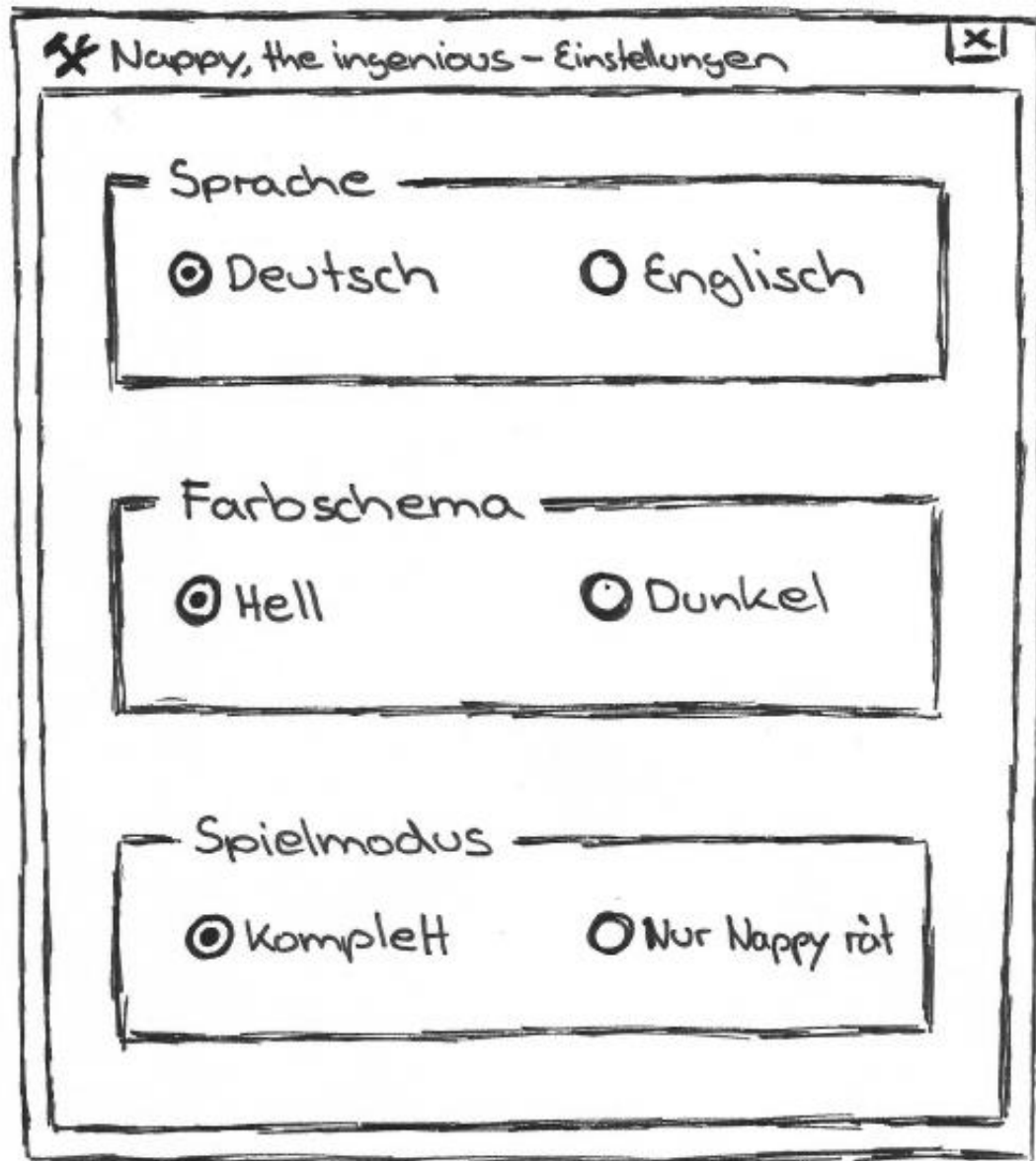
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Use-Case Specification: Change Settings

1. Use-Case Name

1.1 Brief Description

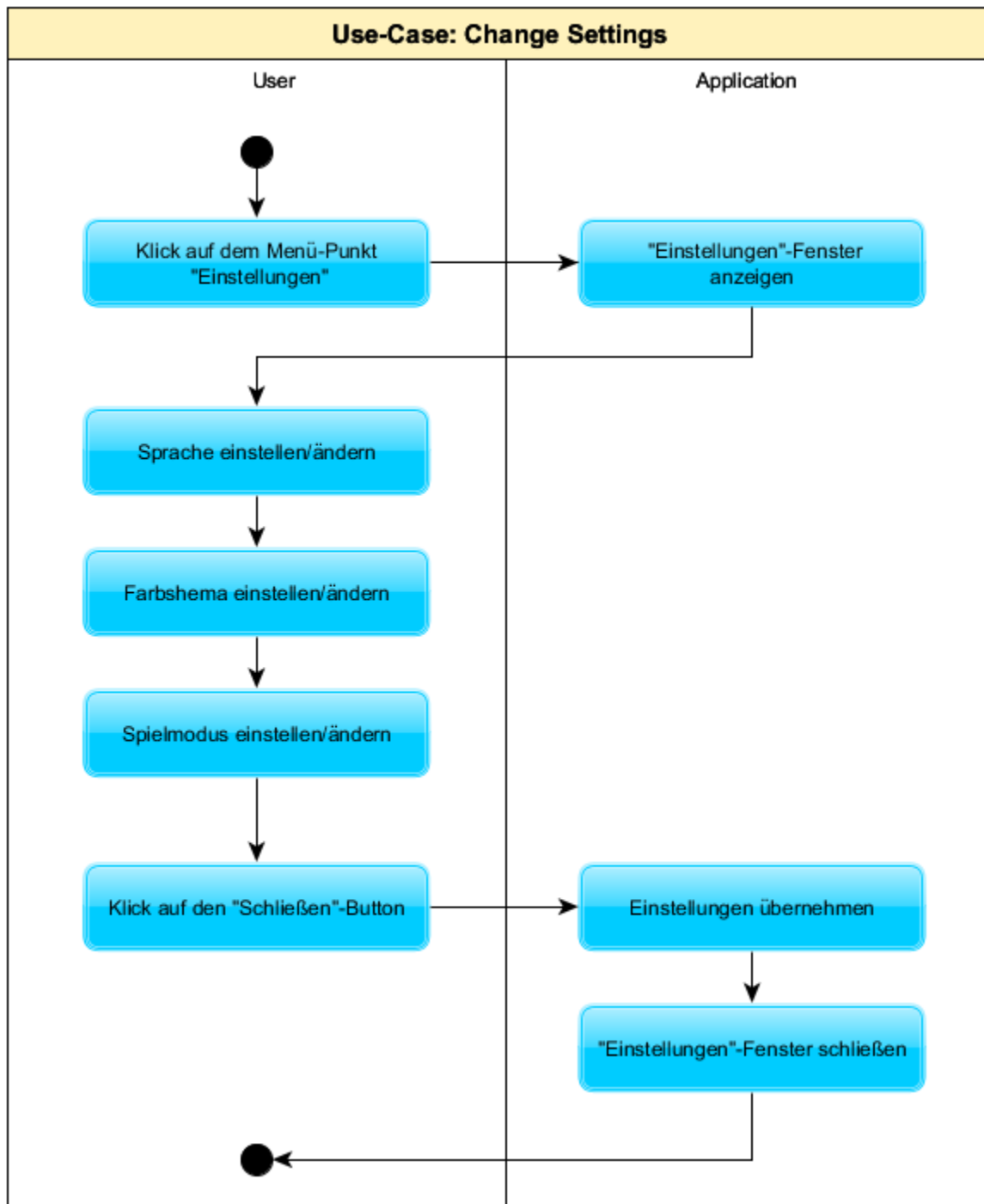
The Use-Case "Change Settings" allows the user to change the game language, color theme and the active game modes.



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2. Flow of Events

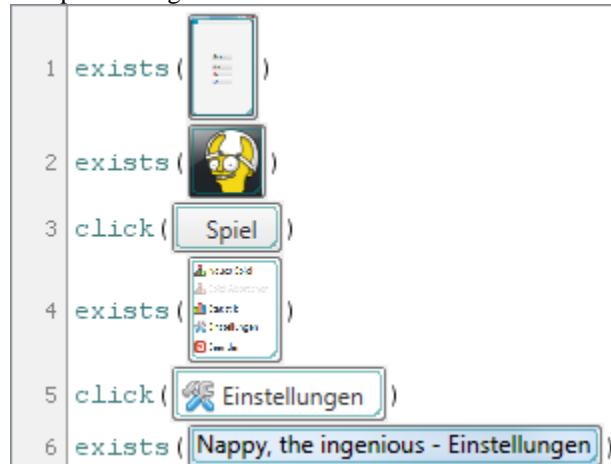
2.1 Basic Flow



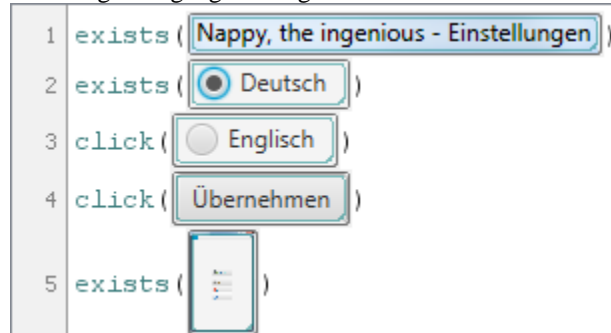
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Cucumber is not supported for desktop applications. We are using SikuliX 1.1.0 for our step definitions.

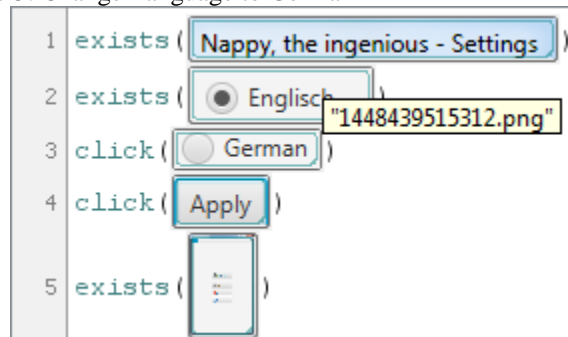
Scenario 1: Open Settings in the menu



Scenario 2: Change Language to English



Scenario 3: Change Language to German



The remaining settings will implemented next semester.

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

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2.2 Alternative Flows

2.2.1 Order of changes

There isn't a straight order how the user has to interact. He can just change one setting or all in the order he wants.

3. Special Requirements

(n/a)

4. Preconditions

4.1 Main screen

The user can open the settings if he on the main screen and there isn't an active game.

5. Postconditions

5.1 Main screen

After the user finishes the adjust the user will forwarded to the main screen.

6. Extension Points

(n/a)