
nappydevelopment

**Nappy, the ingenious
Use-Case Specification: Gamemode 1**

Nappy, the ingenious	Version: 1.7
Use-Case Specification: Gamemode 1	Date: 18/04/2016

Revision History

Date	Version	Description	Author
21/10/2015	1.0	Erstes Version des Dokuments	Mehmet Ali Incekara
23/10/2015	1.1	Add Screenshot	Mehmet Ali Incekara
25/10/2015	1.2	Korrektur Kopfzeile	Mehmet Ali Incekara
29/10/2015	1.3	Gamemode 1.feature Screenshot	Mehmet Ali Incekara
13/11/2015	1.4	Remove Cucumber add SikuliX	Mehmet Ali Incekara
21/11/2015	1.5	Translate to English	Mehmet Ali Incekara
30/11/2015	1.6	Update SikuliX	Mehmet Ali Incekara
18/04/2016	1.7	Add Function Points Calculation	Mehmet Ali Incekara

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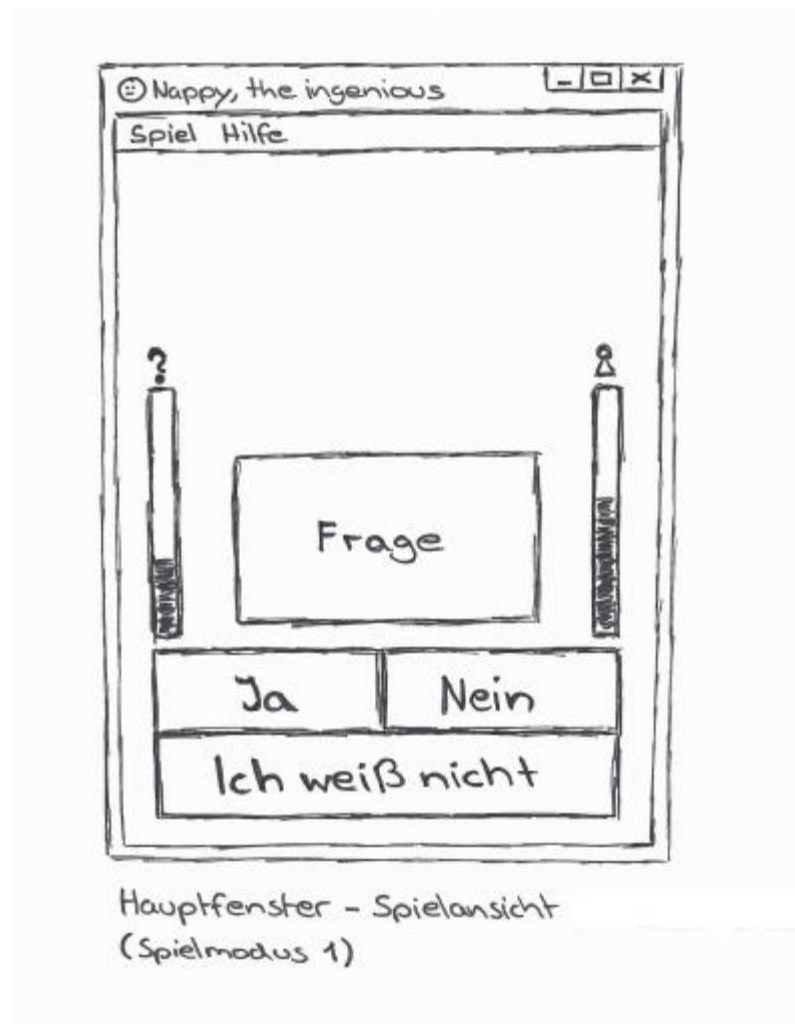
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Use-Case Specification: Gamemode 1

1. Use-Case Gamemode 1

1.1 Brief Description

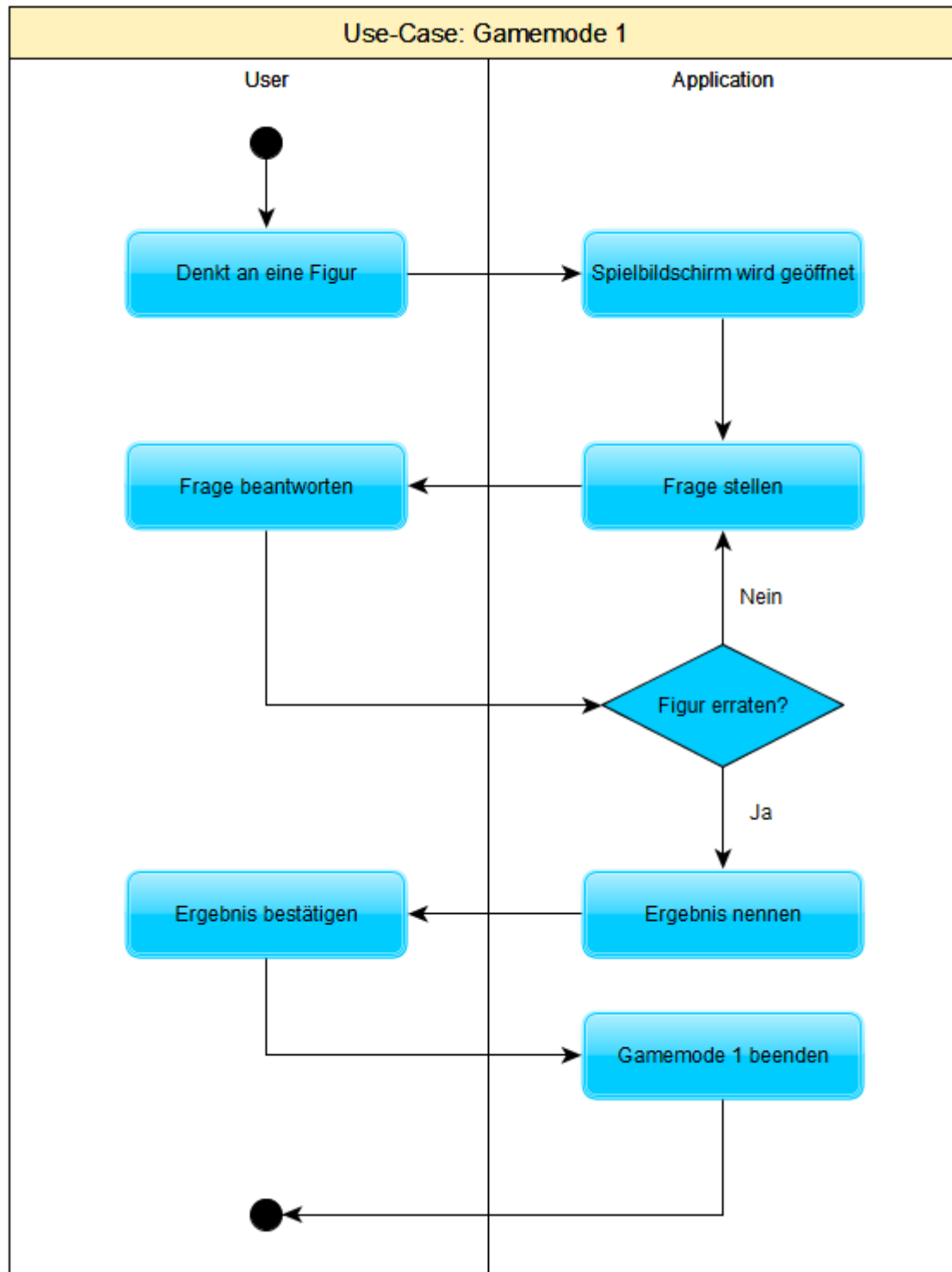
The Use-Case „Gamemode 1“ describes the first of two playable game modes. The user has to think about a character from the Simpsons and the AI (Nappy) is trying to guess the right character. Nappy will ask questions and the user can answer them with “Yes”, “No” and “I don’t know”.



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2. Flow of Events

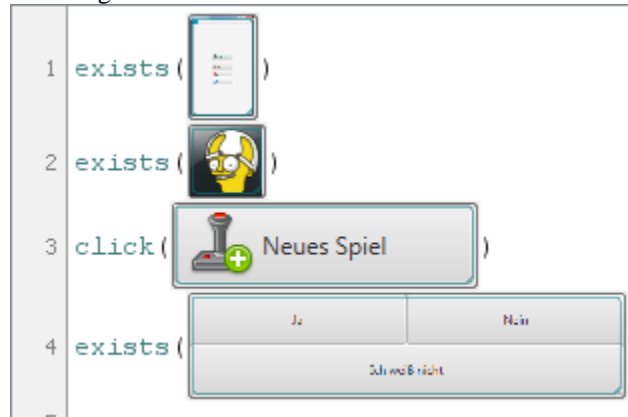
2.1 Basic Flow



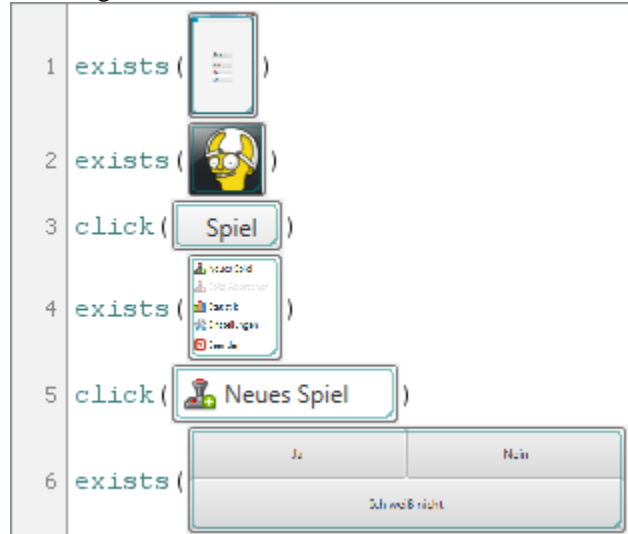
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Cucumber is not supported for desktop applications. We are using SikuliX 1.1.0 for our user tests.

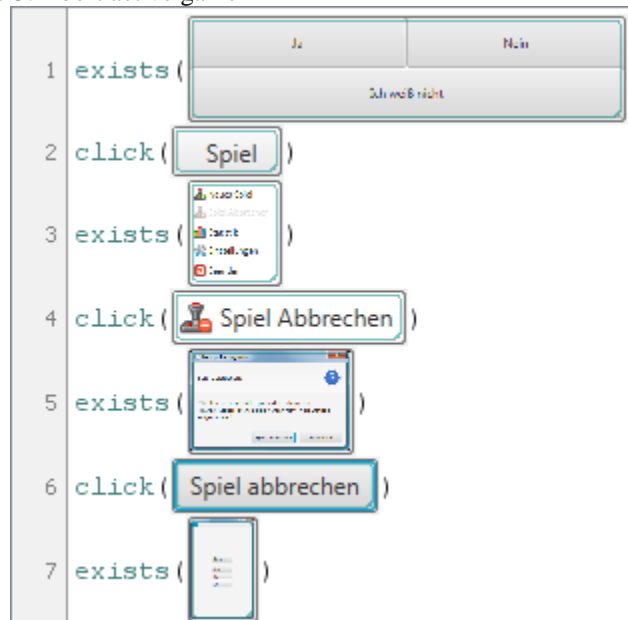
Scenario 1: Start game on the main screen



Scenario 2: Start game in the menu

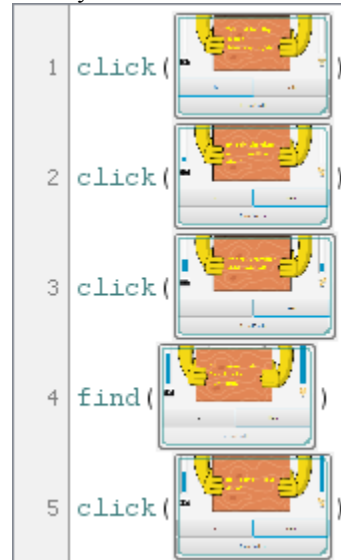


Scenario 3: Abort active game



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Scenario 4: Play “Gamemode1”



(This test is testing to guess Rich Texan. We used an older version of our application because this old version has a fix order of questions.)

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

2.2 Alternative Flows

2.2.1 Abort active game

The user can abort the active game with the function “Abort game” or he can close the application. This game will not appear in the statistics.

3. Special Requirements

(n/a)

4. Preconditions

4.1 Game already started

The user has to start the game. He can use the button on the main screen or the button in the menu.

5. Postconditions

5.1 Game will appear in the statistic

If the user finishes the gamemode 1 then this game will appear in the statistic.

5.2 Gamemode 2 or Main screen

The user can play after the first game mode the second game mode or can skip this.

If the user skip the second game mode he will forward to the main screen. Otherwise he can play the second game mode.

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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="10"/>	<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="1"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of Files	<input type="text" value="8"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Number of External Interfaces	<input type="text" value="1"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

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

The number of user inputs is just a estimation because the user could need just 5 questions to guess the character or more than 10 question. Each question needs an user input.

Some files are quite easy but some for example the algorithm are complex. Because of this we weighted them with average.