

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

Nappy, the ingenious	Version: 1.4
Use-Case Specification: Change Settings	Date: 26/11/15

## Revision History

Date	Version	Description	Author
21/10/15	1.0	First Version	Manuel Bothner
01/11/15	1.1	Added Change_Settings.feature-Screenshot	Manuel Bothner
13/11/15	1.2	Remove Cucumber, Add SikuliX	Mehmet Ali Incekara
25/11/15	1.3	Update SikuliX	Mehmet Ali Incekara
26/11/15	1.4	Finishing touches and create PDF	Mehmet Ali Incekara

Nappy, the ingenious	Version: 1.4
Use-Case Specification: Change Settings	Date: 26/11/15

## Table of Contents

1.	Use-Case Name	4
1.1	Brief Description	4
2.	Flow of Events	5
2.1	Basic Flow	5
2.2	Alternative Flows	7
2.2.1	Order of changes	7
3.	Special Requirements	7
4.	Preconditions	7
4.1	Main screen	7
5.	Postconditions	7
5.1	Main screen	7
6.	Extension Points	7

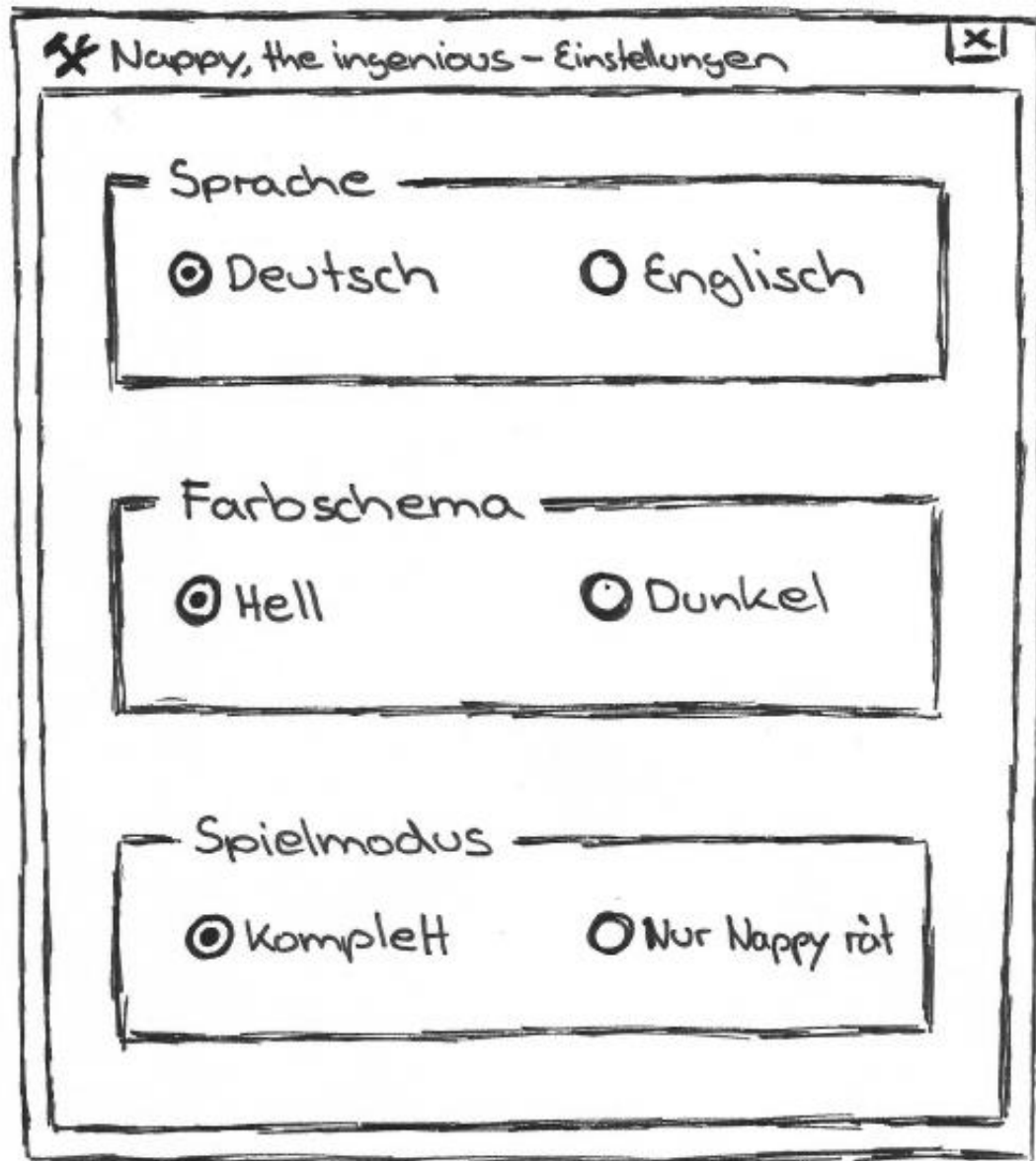
Nappy, the ingenious	Version: 1.4
Use-Case Specification: Change Settings	Date: 26/11/15

## Use-Case Specification: Change Settings

### 1. Use-Case Name

#### 1.1 Brief Description

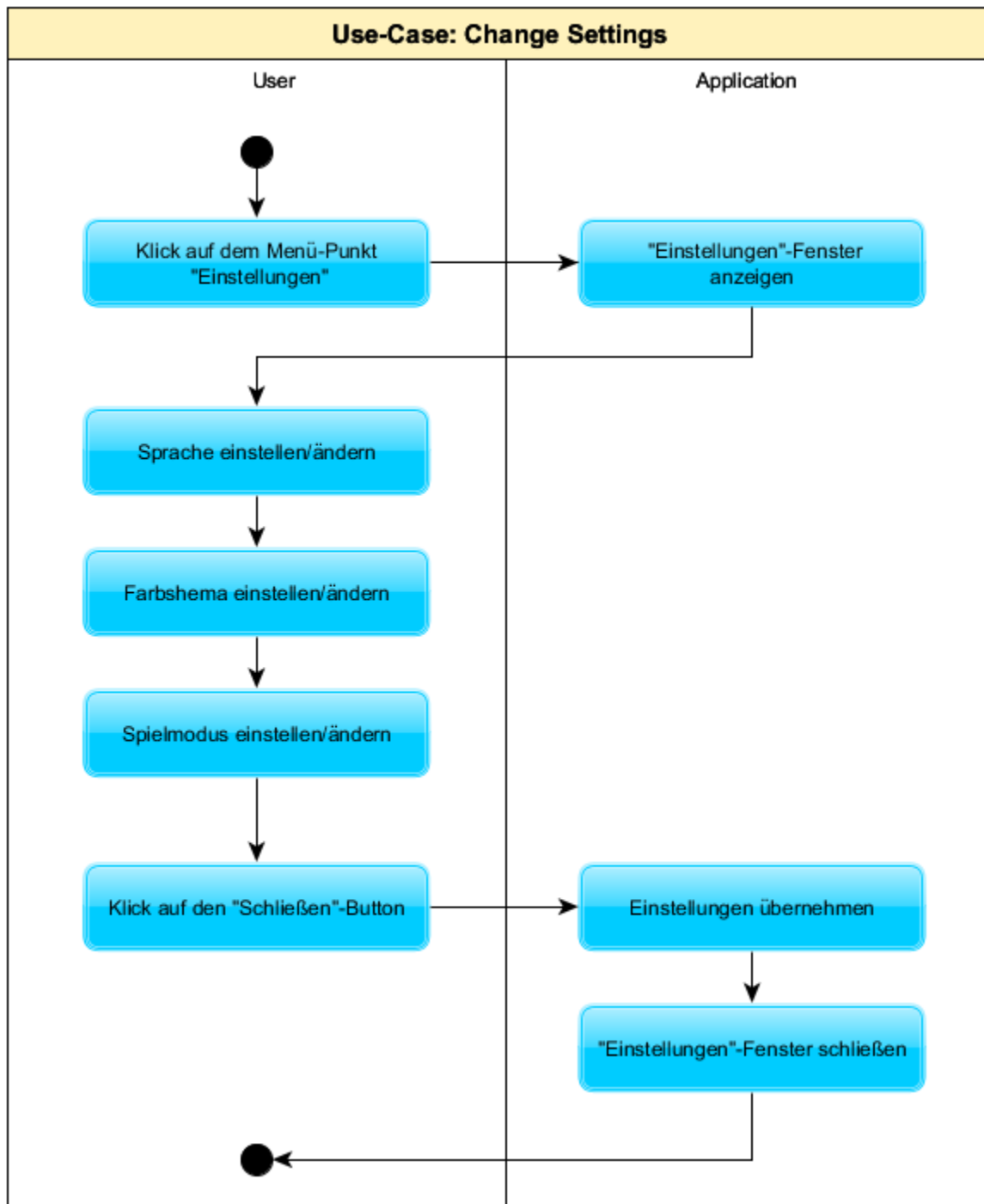
The Use-Case "Change Settings" allows the user to change the game language, color theme and the active game modes.



Nappy, the ingenious	Version: 1.4
Use-Case Specification: Change Settings	Date: 26/11/15

## 2. Flow of Events

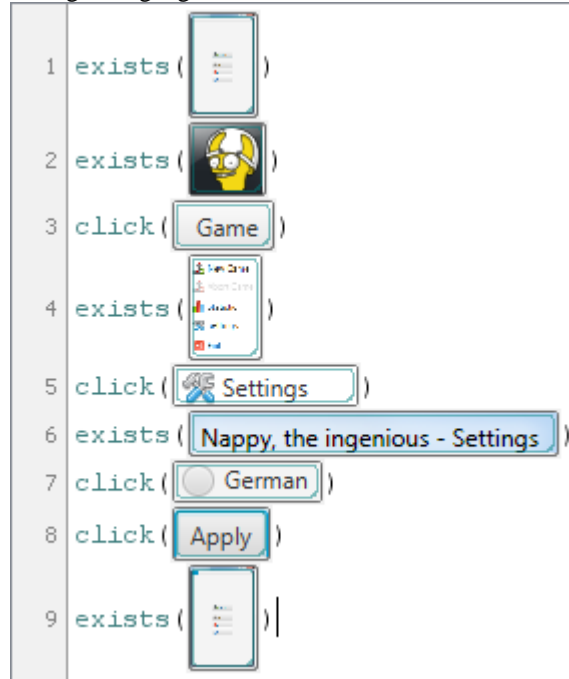
### 2.1 Basic Flow



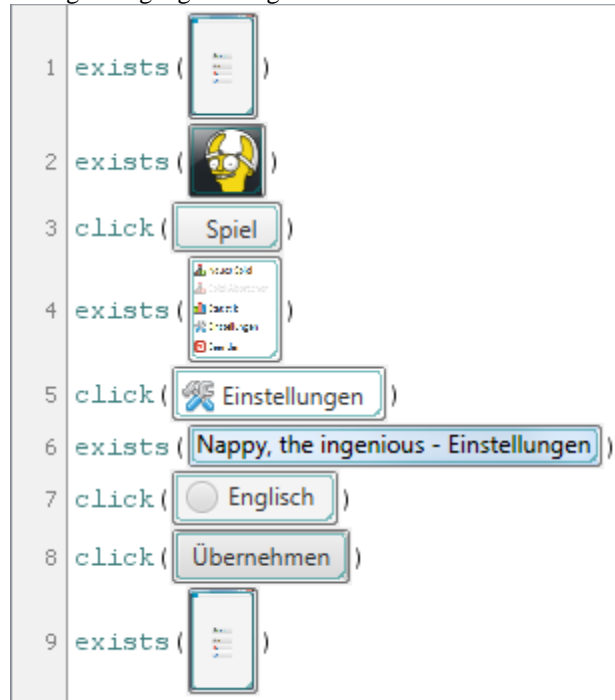
Nappy, the ingenious	Version: 1.4
Use-Case Specification: Change Settings	Date: 26/11/15

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

Change Language to German:



Change Language to English:



The remaining settings will implemented next semester.

SikuliX-Directory: <https://github.com/nappydevelopment/docs/tree/master/sikulix>  
SikuliX as Java-Code: <https://github.com/nappydevelopment/Nappy-the-ingenuous/blob/master/src/main/java/test/sikulix/ChangeSettingsSikuli.java>

Nappy, the ingenious	Version: 1.4
Use-Case Specification: Change Settings	Date: 26/11/15

## **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)