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Nappy, the ingenious Use-Case Specification: View Instruction

Nappy, the ingenious	Version: 1.1
Use-Case Specification: View Instruction	Date: 30/11/2015

# **Revision History**

Date	Version	Description	Author
21/11/2015	1.0	First Version	Mehmet Ali Incekara
30/11/2015	1.1	Add SikuliX	Mehmet Ali Incekara

Nappy, the ingenious	Version: 1.1
Use-Case Specification: View Instruction	Date: 30/11/2015

# **Table of Contents**

1.	Use-Case View Instruction	4
	1.1 Brief Description	4
2.	Flow of Events	5
	2.1 Basic Flow	5
	2.2 Alternative Flows	6
	2.2.1 Open instruction in the menu	6
3.	Special Requirements	6
4.	Preconditions	6
5.	Postconditions	6
6.	Extension Points	6

Nappy, the ingenious	Version: 1.1
Use-Case Specification: View Instruction	Date: 30/11/2015

# **Use-Case Specification: View Instruction**

### 1. Use-Case View Instruction

#### 1.1 Brief Description

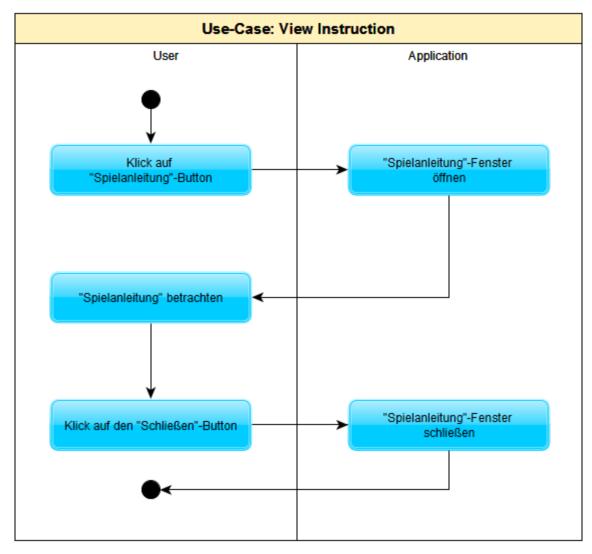
The Use-Case "View Instruction" allows the user to read an instruction which explains how to play the game.



Nappy, the ingenious	Version: 1.1
Use-Case Specification: View Instruction	Date: 30/11/2015

# 2. Flow of Events

### 2.1 Basic Flow



Nappy, the ingenious	Version: 1.1
Use-Case Specification: View Instruction	Date: 30/11/2015

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

Scenario 1: Open Instruction on the main screen

```
1 exists()
2 click(? Spielanleitung)
3 exists(? Nappy, the ingenious - Spielanleitung))
```

Scenario 2: Open Instruction in the menu



Scenario 3: Close Instruction

```
1 exists( Nappy, the ingenious - Spielanleitung)
2 click( X )
3 exists( )
```

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

#### 2.2 Alternative Flows

#### 2.2.1 Open instruction in the menu

The user can use the button "Instruction" in the menu "Hilfe".

## 3. Special Requirements

(n/a)

#### 4. Preconditions

(n/a)

#### 5. Postconditions

(n/a)

#### **6.** Extension Points

(n/a)