Nappy, the ingenious
Use-Case Specification: Gamemode 1

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	Gamemode1.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

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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".
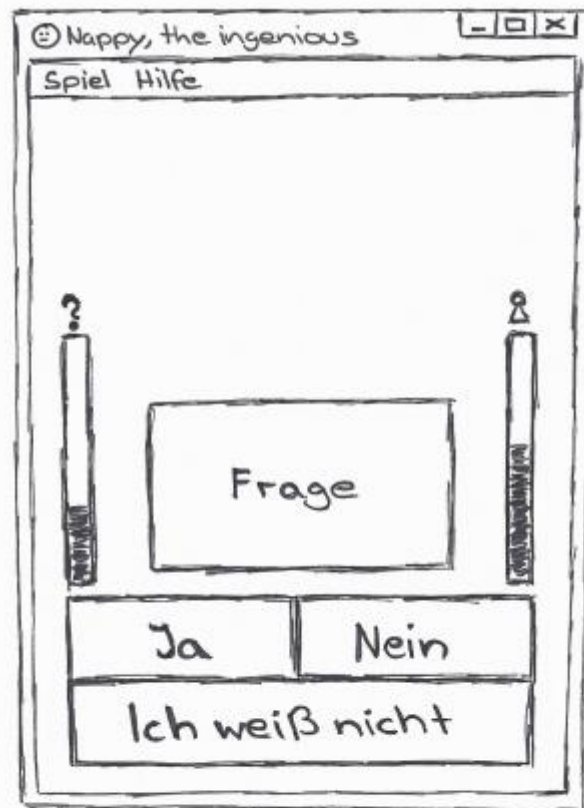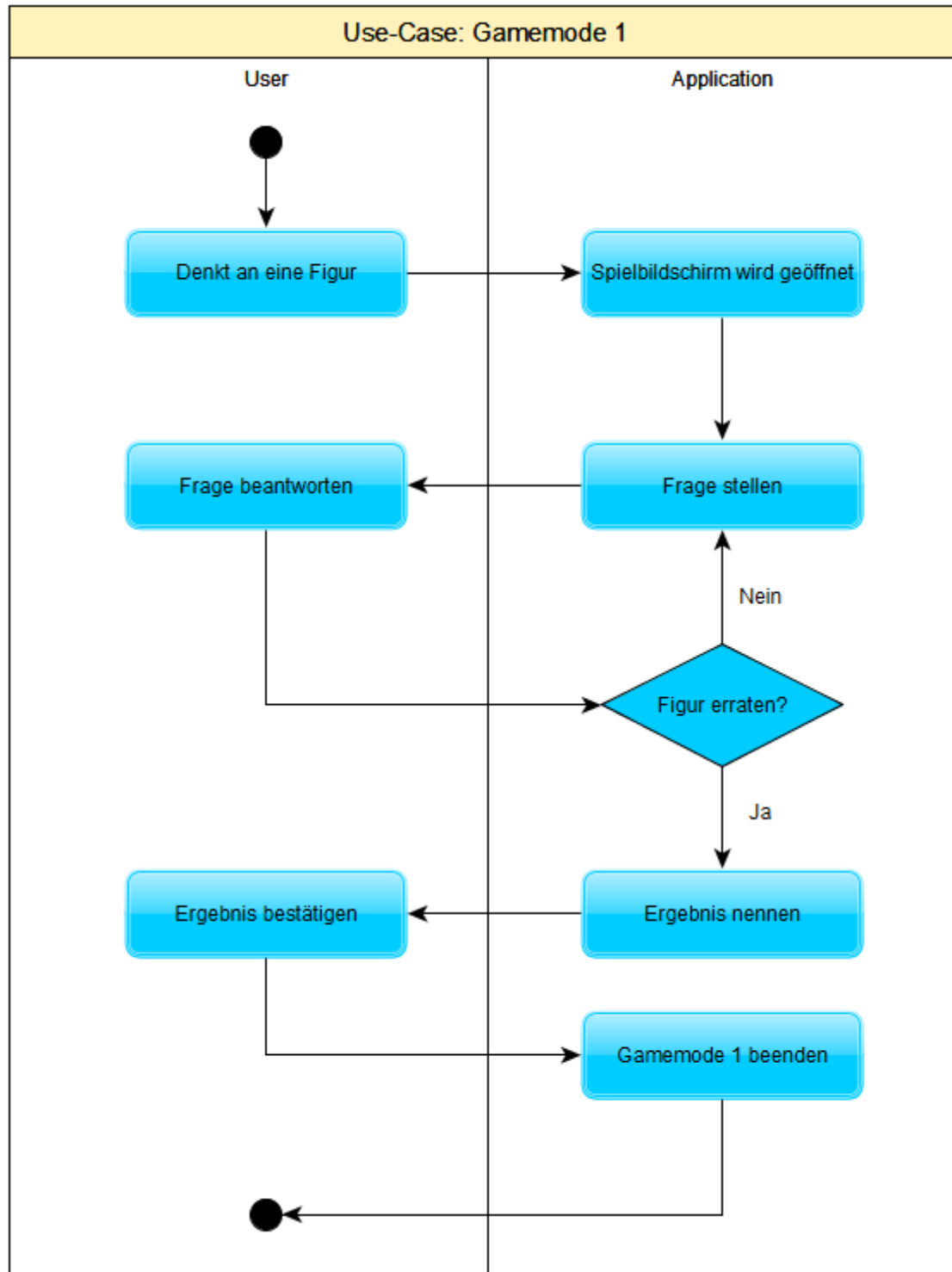
Hauptfenster – Spielansicht
(Spielmodus 1)

2. Flow of Events

2.1 Basic Flow

Cucumber is not supported for desktop applications. We are using SikuliX 1.1.0 for our user tests.
https://github.com/nappydevelopment/Nappy-the-ingenious/blob/master/src/main/java/test/sikulix/Gamemode1Sikuli.java

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 mainscreen 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 Mainscreen

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 mainscreen. Otherwise he can play the second game mode.

6. Extension Points

(n/a)