Nappy, the ingenious

Use-Case Specification: Change Settings

Revision History

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| --- | --- | --- | --- |
| **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 |
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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

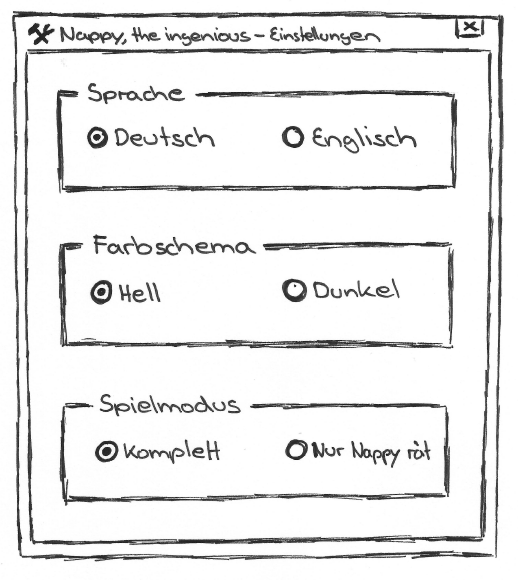
5.1 Main screen 7

6. Extension Points 7

Use-Case Specification: Change Settings

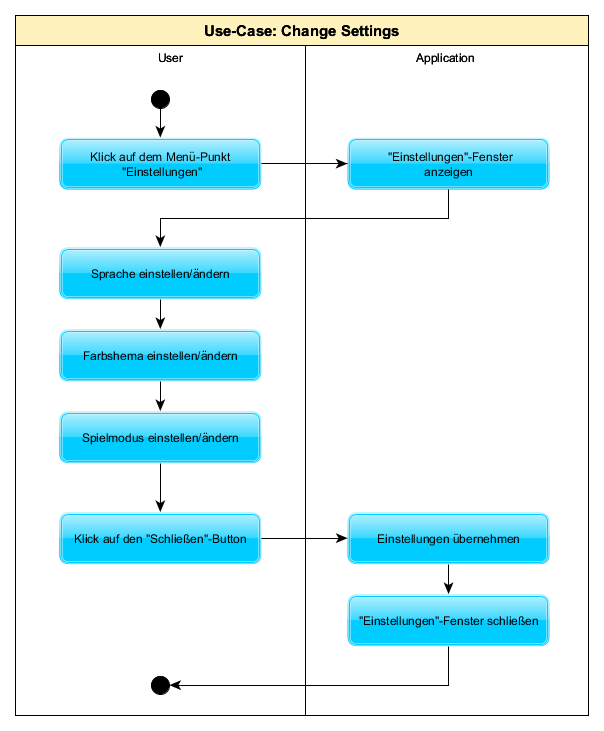
# Use-Case Name

## Brief Description

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

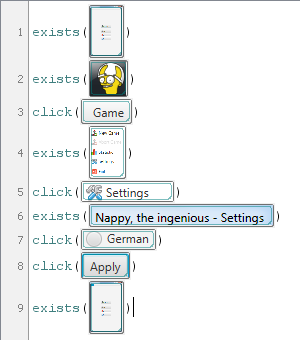
# Flow of Events

## Basic Flow

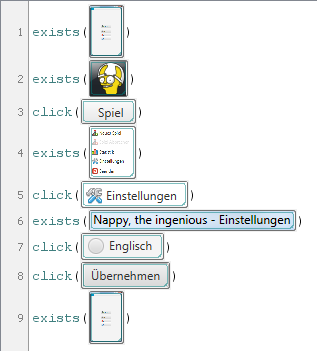


Cucumber is not supported for desktop applications. We are using SikuliX 1.1.0 for our step definitions.

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-ingenious/blob/master/src/main/java/test/sikulix/ChangeSettingsSikuli.java>

## Alternative Flows

### 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.

# Special Requirements

(n/a)

# Preconditions

## Main screen

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

# Postconditions

## Main screen

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

# Extension Points

(n/a)