Nappy, the ingenious

Use-Case Specification: View Instruction

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 21/11/2015 | 1.0 | First Version | Mehmet Ali Incekara |
| 30/11/2015 | 1.1 | Add SikuliX | Mehmet Ali Incekara |
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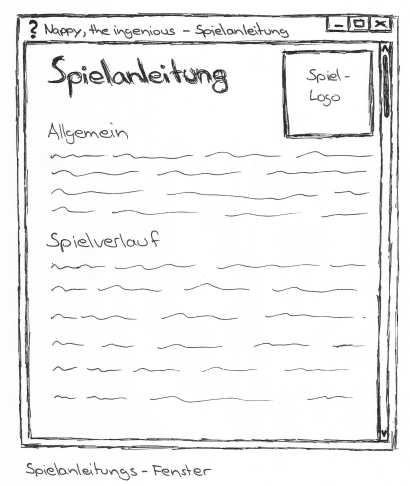
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Use-Case Specification: View Instruction

# Use-Case View Instruction

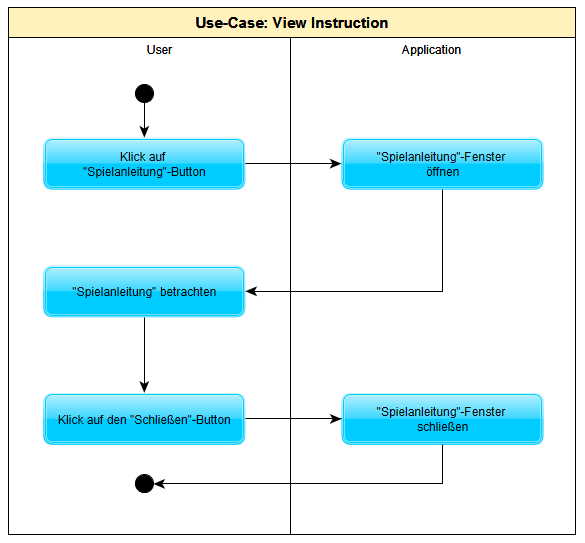
## Brief Description

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



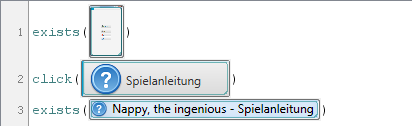
# Flow of Events

## Basic Flow

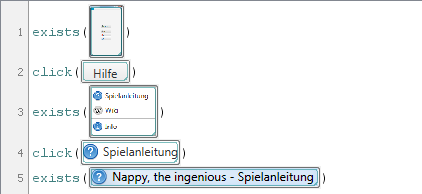


Cucumber is not supported for desktop applications. We are using SikuliX 1.1.0 for our user tests.

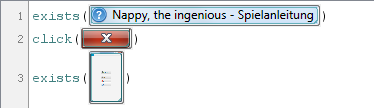
Scenario 1: Open Instruction on the main screen



Scenario 2: Open Instruction in the menu



Scenario 3: Close Instruction



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

## Alternative Flows

### **Open instruction in the menu**

The user can use the button “Instruction” in the menu “Hilfe”.

# Special Requirements

(n/a)

# Preconditions

(n/a)

# Postconditions

(n/a)

# Extension Points

(n/a)