Nappy, the ingenious

Use-Case Specification: Change Settings

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 21/10/2015 | 1.0 | First Version | Manuel Bothner |
| 01/11/2015 | 1.1 | Added Change\_Settings.feature-Screenshot | Manuel Bothner |
| 13/11/2015 | 1.2 | Remove Cucumber, Add SikuliX | Mehmet Ali Incekara |
| 25/11/1015 | 1.3 | Update SikuliX | Mehmet Ali Incekara |
| 26/11/1015 | 1.4 | Finishing touches and create PDF | Mehmet Ali Incekara |
| 30/11/2015 | 1.5 | Update SikuliX | Mehmet Ali Incekara |
| 06/04/2016 | 1.6 | Update Text | Mehmet Ali Incekara |
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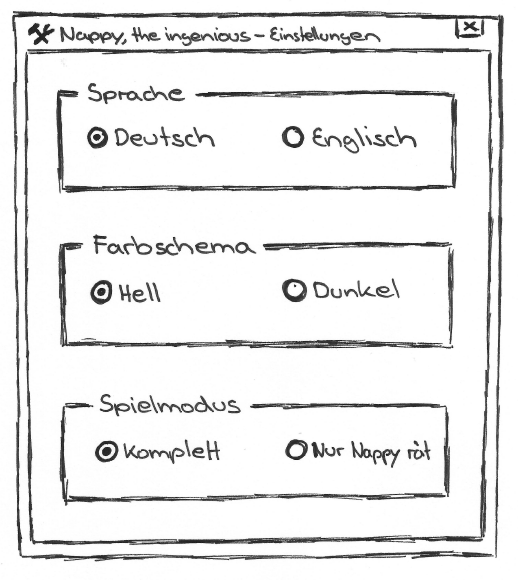
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Use-Case Specification: Change Settings

# Use-Case Name

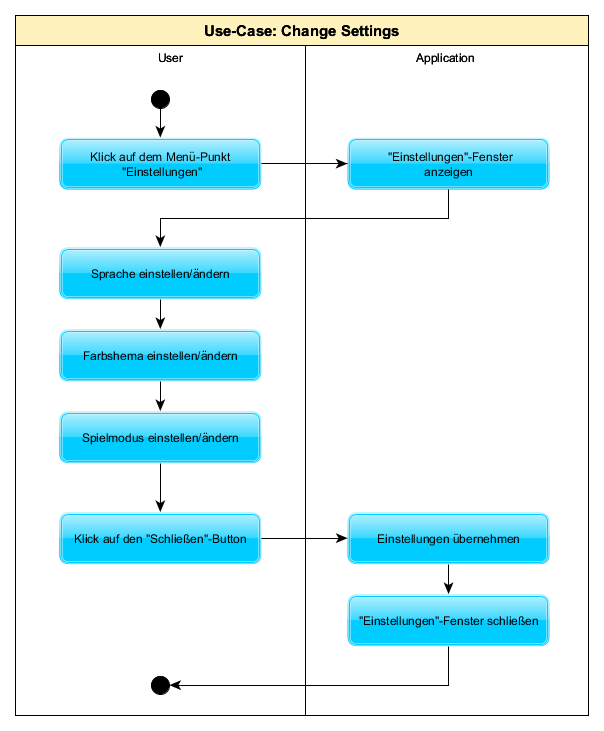
## Brief Description

The Use-Case “Change Settings” allows the user to change the game language.



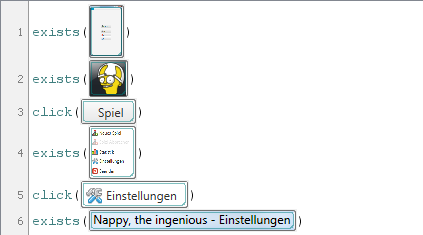
# Flow of Events

## Basic Flow

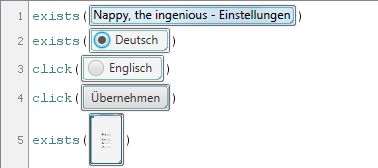


Cucumber is not supported for desktop applications. We are using SikuliX 1.1.0 for our step definitions.

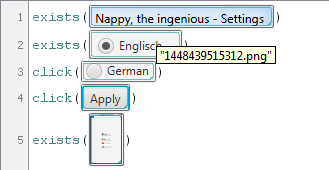
Scenario 1: Open Settings in the menu



Scenario 2: Change Language to English



Scenario 3: Change Language to German

  
The remaining settings will implemented next semester.

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

## 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)