Nappy, the ingenious

Use-Case Specification: Extend Settings

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 06/04/2016 | 1.0 | First Version | Mehmet Ali Incekara |
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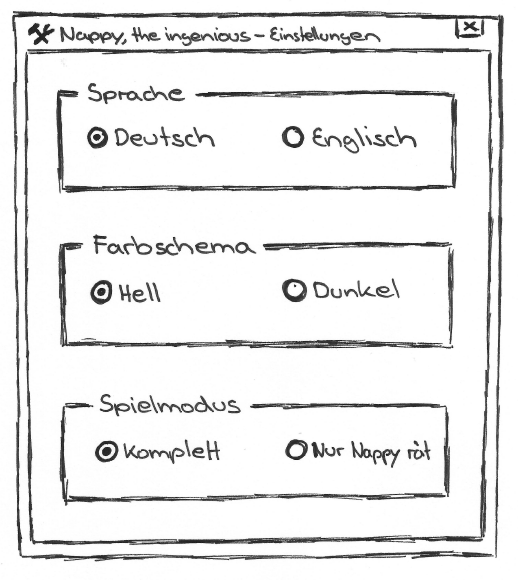
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Use-Case Specification: Change Settings

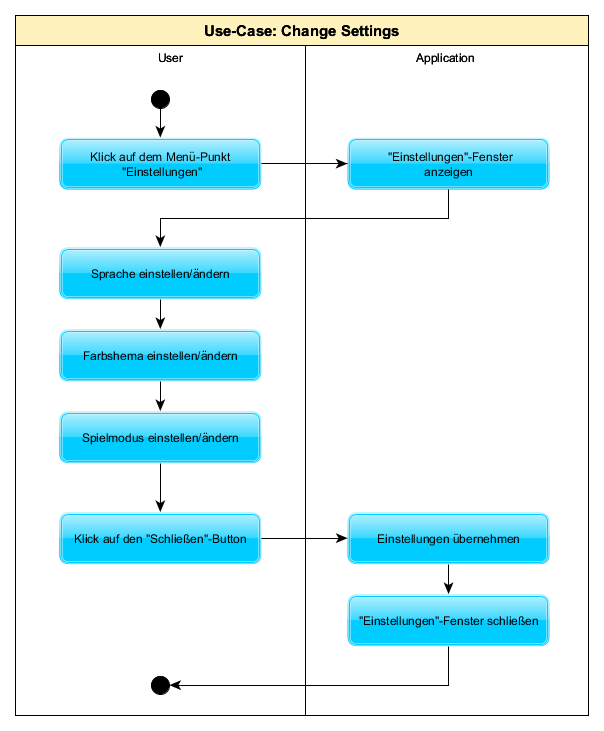
# Use-Case Name

## Brief Description

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

# Flow of Events

## Basic Flow



## 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)