
1.1 Use Case(s)

Use Case ID:	N/A		
Use Case Name:	Answering a question		
Created By:	Team Twenty Hats	Last Updated By:	12/8/14
Date Created:	12/8/2014	Last Revision Date:	12/8/14
Actors:	User		
Description:	When the user is asked a question he/she must answer the question then hit confirm to continue with the game.		
Trigger:	The trigger is when you click on a closed door, then a question will pop up and you must answer it.		
Preconditions:	-User has selected a closed door		
Postconditions:	-Door becomes locked and you can't pass it if you get the question wrong. -Door becomes unlocked and opened if you get the question right so you can continue with the maze.		
Normal Flow:	-User answers the question by selecting or inputting the answer they think is correct -The door becomes locked if the user gets the question wrong. -The door becomes opened if the user gets the question correct. -User continues with the maze.		
Exceptions:	N/A		