## Use Case(s)

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| **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 | | |