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Drop the Code

<https://github.com/petetetete/cs386-project>

D2.2 – Use Cases

CS 386 – Software Engineering

Spring 2017

Marco Gerosa

[REFERENCE URLS]

<http://epf.eclipse.org/wikis/openup/core.tech.common.extend_supp/guidances/checklists/use_case_C5362874.html>

<http://epf.eclipse.org/wikis/openup/core.tech.common.extend_supp/guidances/concepts/use_case_BB199D1B.html>

<https://en.wikipedia.org/wiki/Actor_(UML)>

<https://en.wikipedia.org/wiki/Use_case>

<https://www.batimes.com/articles/use-case-goals-scenarios-and-flows.html>

**Use Case Diagram:**

[DESCRIBE THE WHOLE SYSTEM USE CASE AND THEN WE CAN TURN IT INTO AN IMAGE]

**Use Case Descriptions:**

*Hayden’s Use Case*

**Use Case:**

**Actor:**

**Description:**

**Preconditions:**

**Post-conditions:**

**Main Flow:**

1. Placeholder
2. Placeholder

**Alternative Flows:**

1. Placeholder
2. Placeholder

*Gage’s Use Case*

**Use Case:**

**Actor:**

**Description:**

**Preconditions:**

**Post-conditions:**

**Main Flow:**

1. Placeholder
2. Placeholder

**Alternative Flows:**

1. Placeholder
2. Placeholder

*Peter’s Use Case*

**Use Case:** Challenge Friend to Code Battle

**Actor:** Any User

**Description:** The application user wants to challenge a friend to a coding competition.

**Preconditions:** The user is logged into the application and has a friend registered in the app.

**Post-conditions:** The challenge request is sent and the user is awaiting a response.

**Main Flow:**

1. The user selects the friend list tab
2. The system fetches and displays the user’s online friends
3. The user chooses a friend from the list
4. The system retrieves the friend’s profile info and displays it
5. The user informs the system that they would like to challenge the friend to a Code Battle
6. The system stores and sends the challenge to the friend.

**Alternative Flows:**

\*. At any time, the user may close the application

1. The system does not send the challenge

6. The user may cancel the challenge

7. The system removes the challenge and removes any notification for the other player

*Garrison’s Use Case*

**Use Case:** Changing the difficulty settings

**Actor:** Any User

**Description:** The User will have the ability to change the difficulty settings of the puzzles

**Preconditions:** The user needs to download the application and be registered to change settings

**Post-conditions:** The user must be registered and in the settings tool bar to change difficulty

**Main Flow:**

1. The user will register their application with an email
2. The user will then select the settings app
3. They will then choose the difficulty tab
4. They will select the difficulty that they want

**Alternative Flows:**

* **At any time, user may close the app**

1. If the user does not register, then they can’t change the difficulty
2. User will have to stick with the default difficulty

**Group Participation:**

Peter – Created the original document structure and templated the use case descriptions. Described a use case.

Hayden –

Garrison – Added one more reference and did a use case scenario

Gage –