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Drop the Code

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

D2.2 – Use Cases

CS 386 – Software Engineering

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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:** Puzzle Challenge

**Actor:** Puzzle game user

**Description:** The application will challenge a veteran puzzle game user to see if the application stumps them.

**Preconditions:** The user must have the application and be logged in to it in order to play.

**Post-conditions:** The user starts the first puzzle and works their way up, or closes application.

**Main Flow:**

1. The user downloads the application on device
2. The user registers themselves on the application with an email
3. The user confirms the email to start the puzzles
4. The user then begins the application by starting with puzzle one[**A1: First puzzle is tutorial of game user can skip if they want**]
5. The user plays all the puzzles to see if they get stumped

**Alternative Flows:**

**A1: First puzzle is tutorial of game user can skip if they want**

1. If they skip the tutorial they will be presented with next level
2. User can always go back to tutorial level if they want

**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 –