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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:** 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 user has begun a code battle with their friend, or the challenge was denied.

**Main Flow:**

1. Placeholder
2. Placeholder

**Alternative Flows:**

1. Placeholder
2. Placeholder

*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.

Hayden –

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

Gage –