

Name: Brandon

Project: Paint

Requirements:

- **US-11** – User can rotate previously drawn object
- **US-10** – User can fill in a previously drawn enclosed shape

Use Case Documents:

Use Case ID:	US-11
Use Case Name:	
Description:	User shall be able to rotate previously drawn shape.

Actors:	User		
Pre-conditions:	A shape to select from the canvas.		
Post-conditions:	Shape without distortions rotated by some degrees.		
Flow of Events:		Actor Action	System Response
	1	User clicks and holds on a shape.	
	2	The user rotates the shape.	The shape rotates with the mouse movement.
	3	The user releases the hold onto click.	
Variations:	User shall be able to resize previously drawn shape.		
Exceptions:			
Developer Notes:			

Use Case ID:	UC-10
Use Case Name:	
Description:	User shall be able to fill enclosed area (2D shape) with color.

Actors:	User		
Pre-conditions:	An enclosed area (2D shape) is drawn on the canvas.		
Post-conditions:	The chosen enclosed area (2D shape) is filled in with the chosen color.		
Flow of Events:		Actor Action	System Response
	1	User clicks on fill-in icon.	List of possible colors to choose from is displayed.
	2	User clicks on a color from list of colors.	
	3	User clicks on icon to remove the list of colors from screen.	List of colors are removed from screen.
	4	User clicks inside the enclosed area.	Enclosed area is filled in with the chosen color







