

# Project: Tipp Trainer

## Story: User wants to login.

After connecting to DB User gets asked for Username and Password to login.

### Story:

#### Tasks:

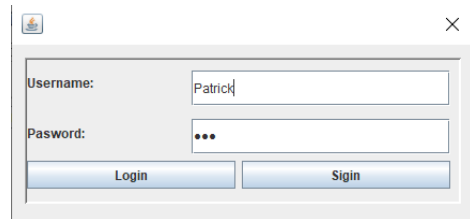
1. User enters a username and password.
2. "Login Button" gets pressed.
3. Check if User input is right.

#### acceptance test:

If username exists and the password is right, User gets logged in.

#### Negative:

If the username or password is wrong, User gets a warning message.



### Task: Check if User input is right.

1. User input gets read out and a User object gets made.
2. This user gets searched in Database.

## Story: User starts a game.

After a successful login User wants to start a game.

### Story:

#### Tasks:

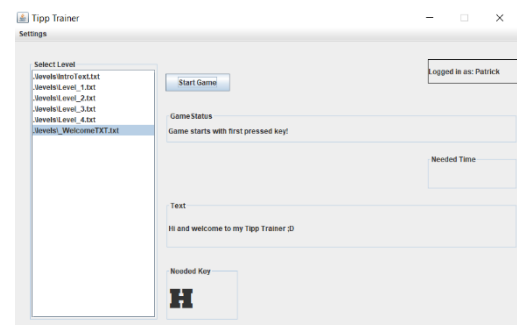
1. User selects a game in the level-list.
2. "Start Button" gets pressed.
3. Information's are getting displayed

#### acceptance test:

If a level is selected, the game starts after clicking the "Start game" button.

#### Negative:

If no game is selected a message comes "You have to select a level".



### Task: "Start Button" gets pressed.

1. Check if a level is selected.
2. Game status changes to "Game starts with the first key".
3. Tip Text gets displayed.
4. First needed key gets shown

## Story: User presses a key while playing.

After starting the game user presses a key.

### Story:

#### Tasks:

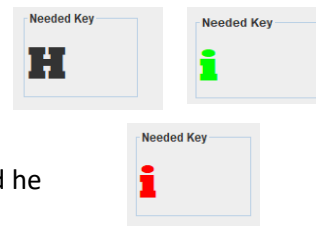
1. First needed key get displayed in black.
2. User presses a key on the keyboard.

#### acceptance test:

If User presses the right needed key, it gets colored green and he must press the next character of the text.

#### Negative:

If User presses wrong key, it gets colored red and he has to tip the right key again.



*Task: User presses a key on the keyboard*

1. Check what key he pressed.
2. Check what key is needed.
3. Compare if these are the same keys.
4. Color the “Needed key” label text.

## Story: Game is finished

After starting a game, User presses the right keys and finish the level.

### Story:

#### Tasks:

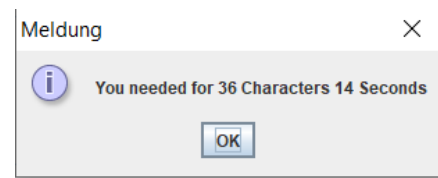
1. User presses all needed keys.
2. Dialog with and score gets displayed.
3. Information's are getting saved in DB.

#### acceptance test:

User presses all needed keys and End-dialog gets displayed.

#### Negative:

If no game is selected a message comes “You have to select a level”.



*Task: Dialog with and score gets displayed.*

1. Gets the seconds from beginning.
2. Counts the characters of the text.
3. Shows dialog with needed Seconds + Characters