NewObject – Coaching Tool Use Cases Document

Table of Contents:

Global Assumptions:
- Only Actor is Coach.
- User has mouse or similar input device.
- User has a numeric pad or similar input device.

Setup Tasks

Use Case:	Open Coaching Tool Program <First Iteration>
Description:	Coach can open application by opening application or saved file.
Assumptions:	None
Steps:	1. Coach runs coachingtool.exe or shortcut to it. 2. Wizard Starts – Do Wizard OR 1. Coach runs a .ctt file (.ctt file is team information file) 2. Main form loads with team information already present OR 1. Coach runs a .cts file (.cts file is scenario information file) 2. Main form loads with team information and scenario information.

Use Case:	Using the Team Wizard <First Iteration>
Description:	If the program has been run from the application or the Manage teams button has been paused on the main form, the Team Wizard will appear.
Assumptions:	None
Steps:	1. Coach selects 'Load Player Table' button 2. Coach selects a .ctt file to load OR

	1. Coach Inputs Team Name into 'Team Name' field 2. Coach Specifies Sport from Sport Combobox 　　　THEN ANY OF FOLLOWING REPEATEDLY 1. Coach selects 'Add Player' button 2. Add Player Dialog appears and Coach fills out details. 3. Coach clicks ok. 　　　OR 1. Coach selects a player from the list of availible players 2. Coach selects the 'Remove Player' button 3. Confirmation is required then player is removed. 　　　OR 1. Coach selects a player from the list of availible players 2. Coach selects the 'Edit Player' button 3. Edit player Dialog appears 4. Coach makes edits. 5. Coach clicks ok.
Issues/Exceptions:	When attempting to remove a player, one might not be selected. Variours GUI problems.

Use Case:	Load Team from Main form <First Iteration>
Description:	A Team table can be loaded from the Main Form by clicking the 'Load Team' button
Assumptions:	None
Steps:	1. Coach clicks 'Load Team' button 2. Load Team dialog appears 3. Coach selects a .ctt file to load 4. Coach clicks 'Ok' button 5. Team data is loaded

Use Case:	Load Scenario <First Iteration>
Description:	Coach is able to Load a Scenario from the Main Form
Assumptions:	None
Steps:	1. Coach clicks 'Load Scenario' button 2. Load Team dialog appears 3. Coach selects a .cts file to load 4. Coach clicks 'Ok' button 5. Scenario data is loaded, including team data.

Use Case:	Import Scenario <First Iteration>
Description:	Coach is able to import a Scenario from the Main Form. An Input only gets the Scenario data, no team data.
Assumptions:	None
Steps:	1. Coach clicks 'Import Scenario' button 2. Import Scenario dialog appears 3. Coach selects a .cts file to load 4. Coach clicks 'Ok' button 5. Only Scenario data is loaded.

Use Case:	Save Scenario <First Iteration>
Description:	Coach is able to the current Scenario to a .cts file.
Assumptions:	None
Steps:	1. Coach clicks 'Save Scenario' button 2. Save Scenario dialog appears 3. Coach selects a file name for the Scenario 4. Coach clicks 'Ok' button 5. Scenario is loaded

Use Case:	Export Scenario <Second Iteration>
Description:	Coach is able to export the current Scenario to a movie file.
Assumptions:	None
Steps:	1. Coach clicks 'Export Scenario' button 2. Export Scenario dialog appears 3. Coach selects a file name for the movie file 4. Coach clicks 'Ok' button 5. Animation Plays (Play Animation) 6. Scenario is exported to a movie file

Use Case:	Save Team <First Iteration>
Description:	Coach is able to save the team file from the Main Form
Assumptions:	None
Steps:	1. Coach clicks 'Save Team' button 2. Save Team dialog appears 3. Coach selects a file name for the Team 4. Coach clicks 'Ok' button 5. Scenario is loaded

Use Case:	New Scenario <First Iteration>
Description:	Coach is able to start a new Scenario, discarding anything unsaved.
Assumptions:	None
Steps:	1. Coach clicks 'New Scenario' button 4. Confirmation is required to continue 2. Coach continue's 3. Blank Scenario is created

Use Case:	Help <Second Iteration>
Description:	Coach can hit help button to view the help documents.
Assumptions:	None
Steps:	1. Coach hits help button to bring up help contents.

Usage Tasks

Use Case:	Place Player <First Iteration>
Description:	Coach is able to select a player from the team to place on the field in a desired location.
Assumption:	Team has been populated with Players
Steps:	1. Coach selects player from Player List on Main Form 2. Coach clicks on 'Place Player' button which attaches selected player to mouse. 3. Coach clicks on field where they want the player to be placed.

Use Case:	Add Behaviour to Player <First, Second and Third Iteration>
Description:	Coach is able to assign commands to a player for them to perform actions over multiple seconds. For example, Run to a location for X seconds or Drop Kick to a location.
Assumption:	None
Steps:	1. Coach Clicks on Player and a menu appears with all options availible to that player. 2. Coach Selects an option and performs required task, usually clicking on a destination. 3. Action is carried out.
Notes:	There should be some way of the Coach putting in outer limits of player potentials in certain behaviours, eg/ distance traveled over time should not be to much.
Examples of Actions:	1. Run over 1-5 or X frames to location. 2. Perform Dropkick to location. 3. Other imaginable sports moves.

Use Case:	Step through frames(over seconds) <Second Iteration>
Assumption:	None
Steps:	1. Coach is able to use left and right arrow keys to step through frames. OR 1. Coach is able to use mouse to click on a specific frame to view what is happening on that frame.

Use Case:	Zoom and follow player. <Second Iteration>
Description:	Coach is able to Select a player to Zoom the camera in towards. The camera will then follow the player, keeping them in the middle until the Coach leaves zoom mode.
Assumptions:	None
Steps:	1. Coach selects player and selects to Zoom on them.

	2. Zooming takes place. 3. Coach selects when to Zoom out.

Use Cases:	Play Animation <First Iteration>
Description:	Coach is able to Play the Animation created from the current frame at any time by selecting the 'Play' button.
Assumptions:	None
Steps:	1. Coach Clicks Play button 1. If at any time Play hits a optional path then the Coach can hit numeric 1 to 9 to select availible path. 2. Animation Finishes.

Use Cases:	Optional Paths for Players <Third Iteration>
Assumptions:	None
Steps:	1. Coach can click on a frame in timeline to create a fork. Multiple layers of play are possible from this point. 1. Coach can finish fork by clicking on frame in timeline. Normal stream of play resumes.