BCCG
Elaboration Document

Bay Marine Rescue

Team Members:

217775616, Chad Conning 76%
219004781, Chloé Clemence 76%
215351843, Patrick Bamber 76%

Document Date: 01/07/2021

TABLE OF CONTENTS

1 FUNCTIONAL REQUIREMENTS 3

1.1 Analysis Use Case Model 3

1.2 Use Case Glossary and Responsibilities 4

2 UI PROTOTYPES 5

2.1 Team UI Guidelines 5

2.2 Team Design for 7

2.2.1 Login / Logout 7

2.2.2 Dashboard / Landing Page / Main Page 7

2.3 UI Designs & Updated Analysis Use Case Narratives 9

2.3.1 Designed by Chloé Clemence 9

2.3.2 Designed by Patrick Bamber 13

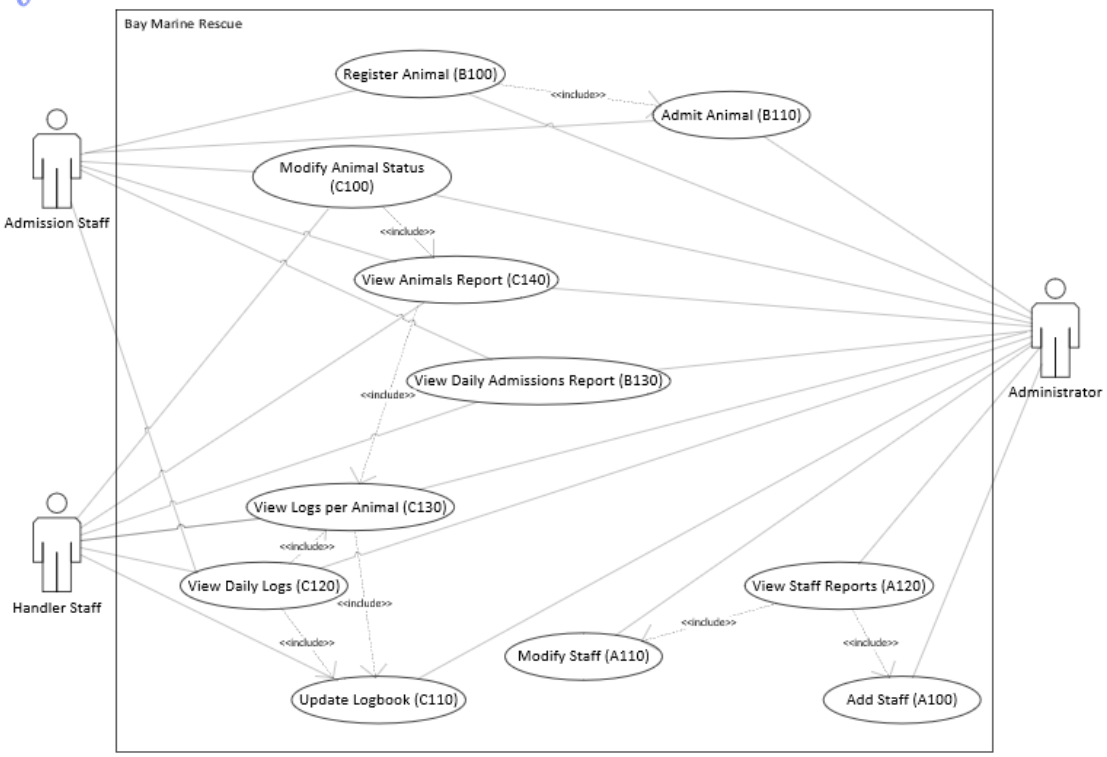
2.3.3 Designed by Chad Conning 16

3 DATA REQUIREMENTS 20

Implementation Ready Class Diagram 20

1 FUNCTIONAL REQUIREMENTS

1.1 Analysis Use Case Model



1.2 Use Case Glossary and Responsibilities

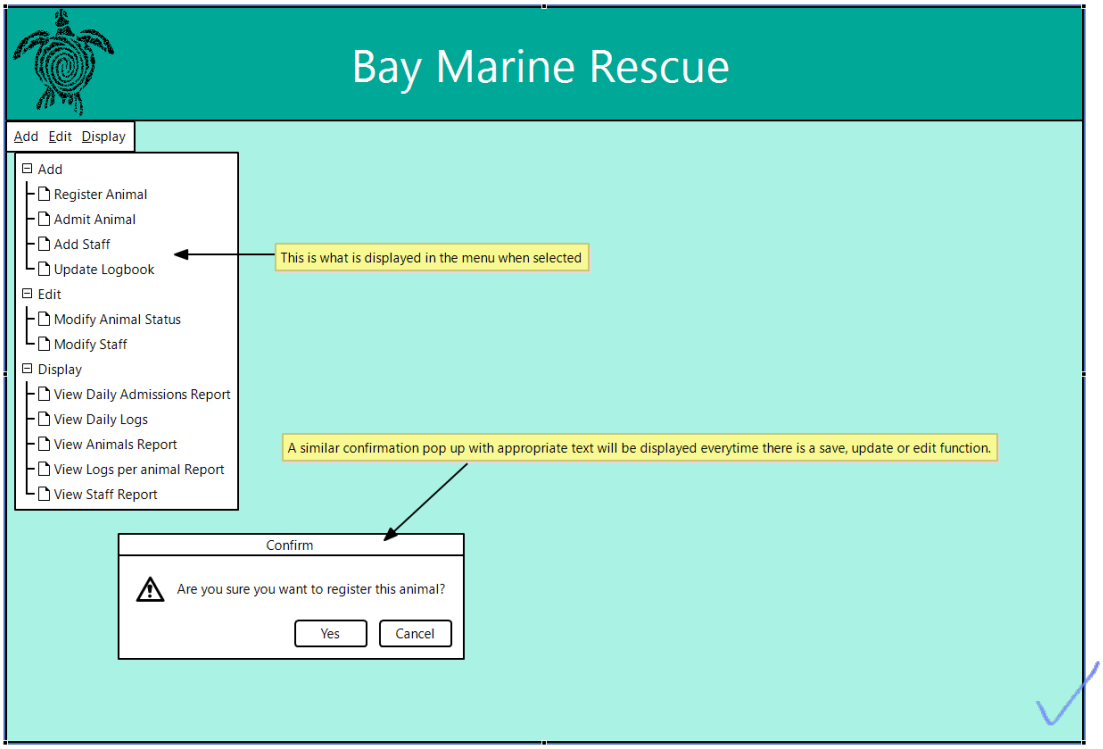
Team Member Responsible: Chloé Clemence	
Use Case Id	**Use Case Name**
C100	Modify Animal Status
C110	Update Logbook
Queries/Reports	
C120	View Daily Logs
C130	Logs per Animal

Team Member Responsible: Patrick Bamber	
Use Case Id	**Use Case Name**
A100	Add Staff
A110	Modify Staff
Queries/Reports	
C140	View Animals Report

Team Member Responsible: Chad Conning	
Use Case Id	**Use Case Name**
B100	Register Animals
B110	Admit Animals
Queries/Reports	
A120	View Staff Reports
B120	View Daily Admissions Report

2 UI Prototypes

2.1 Team UI Guidelines



This is a template which we will be basing all our forms on. All the forms will include a navigation which will include 3 main headings, namely Add, Edit and Display. The Add field will include the Register Animals, Admit Animal, Add Staff, Update Logbook (Add Log). These will be displayed based on the user level, namely Admin, Admissions or Handler staff. These are mentioned in the use cases. The Edit will be similar in that it has a Modify Animal Status or Modify Staff that also have different user level requirements. The display will contain links to the different Reports, namely, View Daily Admissions, View Daily Logs, View Staff Reports, and View Animal Reports, also with different user levels. The menu buttons are consistently inline on the top left of every screen. The reason for this is for consistency, efficiency and easy navigation.

Every use case is not more than 2 button clicks away and all use cases accessible by specific users are all accessible from the home page and therefore we have no extends in our use case diagram.

Lastly, before saving anything, a confirmation message will be displayed to prevent the user from making errors in modifying the database. With certain use cases, the user will be redirected to another page instead of the home page. There will also be a header on each page, which will be the same regardless of the contents of the page. Each page will also have a separate heading that will display which use case it is connected to. These are for design consistency reasons.

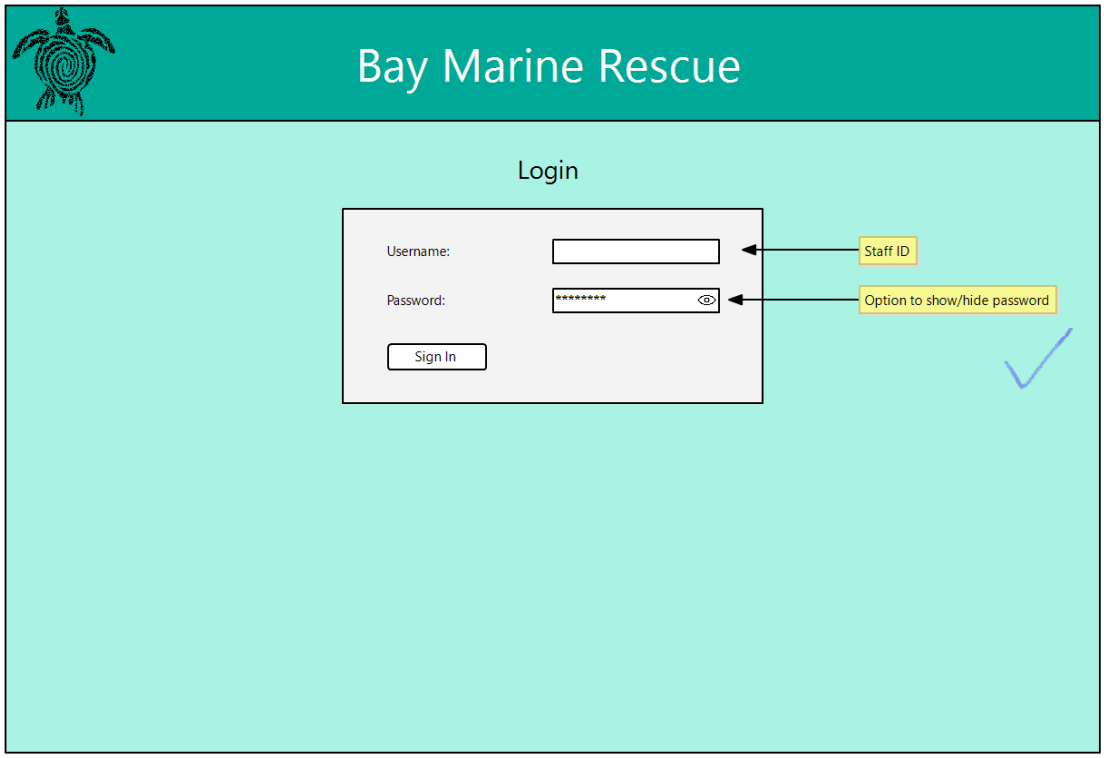
The navigation was changed after realizing that the report options were forgotten on the display, but had already included navigation on all the other pages. The navigation on the template is the correct one and in implementation these will be corrected.

Wherever possible, input controls have been used for input to minimize error. Due to the simplistic nature of the program, the program is intuitive and thus no extensive training is required.

The interface is designed to be minimalist to be as simple as possible to focus on efficiency and reduce clutter. Calibri 15px was chosen as the default font style and font size. A specific colour scheme was also selected where the header has the hash value #00a897 and the background has the hash value #aaf2e4. These design elements are applied for consistency and recognition. The greens are aesthetically complimentary as well as providing one with a sense of the ocean with a marine-like colour.

2.2 Team Design for

2.2.1 Login / Logout



2.2.2 Dashboard / Landing Page / Main Page

2.2.2.1 Admin Landing Page

2.2.2.2 Admission Staff Landing Page

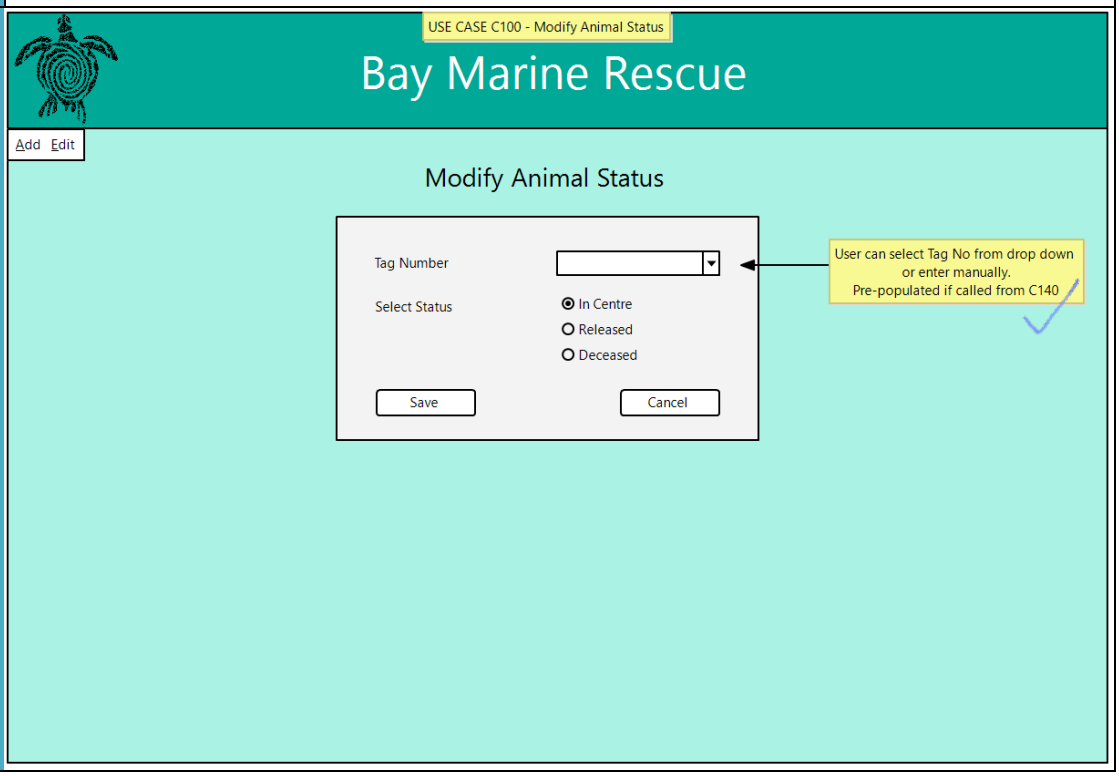
2.2.2.3 Handler Staff Landing Page

2.3 UI Designs & Updated Analysis Use Case Narratives

2.3.1 Designed by Chloé Clemence

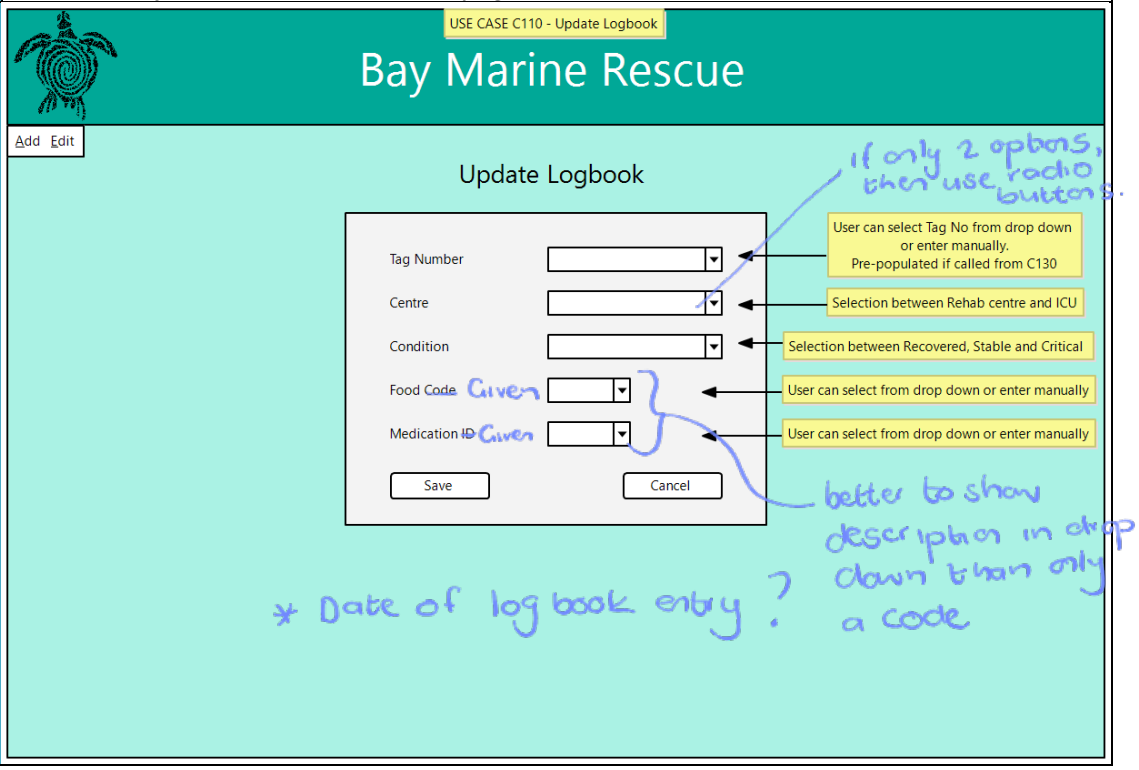
Use Case ID	Use Case Name
C100	Modify Animal Status

Primary Business Actors	Other participating Actors
Handler Staff	Administrator Staff Admission Staff

Description	This allows the staff member to modify the animal status.
Pre-Conditions	The user must be logged in. The animal is registered.
Triggers	The user selects the modify animal status option or is called from C140.
Post-Conditions	The animal status is modified.
Basic Flow of Events	1. The modify animal status form is displayed. 2. The user selects or enters a tag number. 3. The user selects the option and clicks save. 4. The system returns to its home page.
Alternate Flow of Events	3. The user clicks cancel. 4. The system returns to its home page.
Initial UI design	

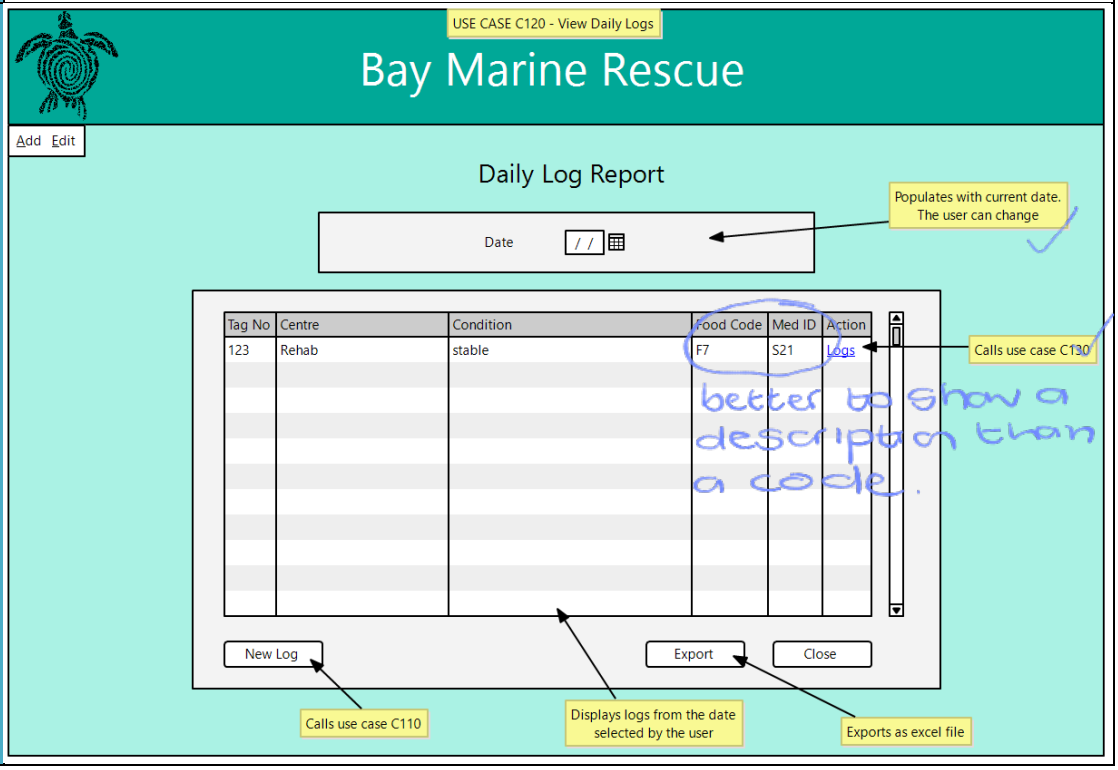
Use Case ID	Use Case Name
C110	Update Logbook

Primary Business Actors	Other participating Actors
Handler Staff	Administrator Staff

Description	This allows the user to add a log, to update the logbook.
Pre-Conditions	The user must be logged in. The animal is registered. The animal is in the centre.
Triggers	The user selects the Update Logbook option or is called from Use Case C120 or C130.
Post-Conditions	A new log is added to the logbook or a selected log is updated.
Basic Flow of Events	1. The update logbook form is displayed. 2. The user selects the desired Tag No 3. The user inputs the relevant data. 4. The user clicks save button. 5. The system returns to its home page.
Alternate Flow of Events	4. The user clicks the cancel button. 5. The system returns to its home page.
Initial UI design	

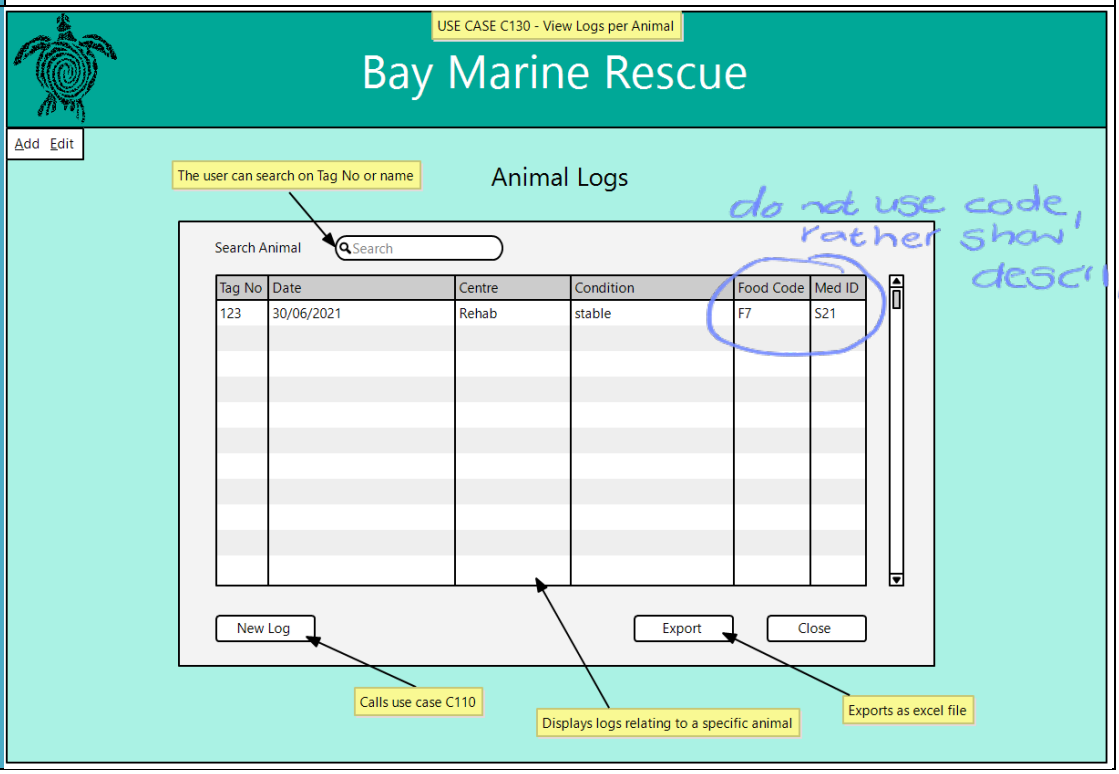
Use Case ID	Use Case Name
C120	View Daily Logs

Primary Business Actors	Other participating Actors
Handler Staff	Administrator Staff

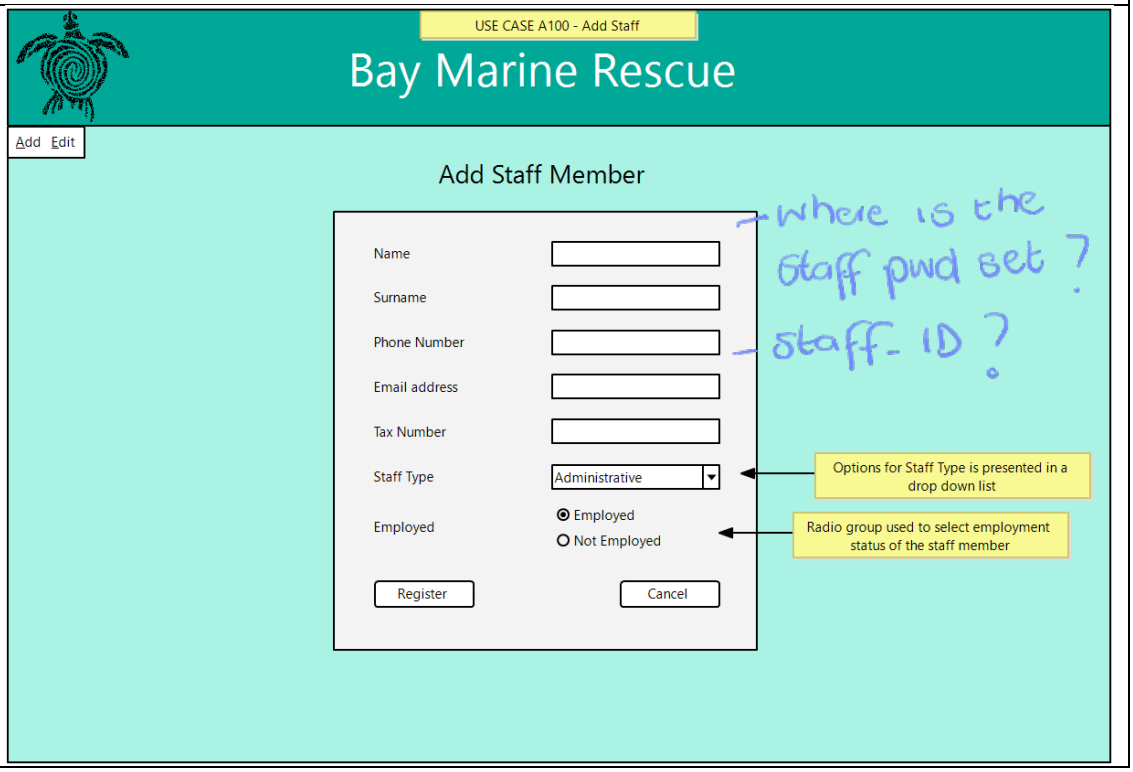
Description	This displays the logs for the selected date to be viewed.
Pre-Conditions	The user must be logged in.
Triggers	The user selects the View Daily Logs option.
Post-Conditions	The report for the logs for selected date is displayed.
Basic Flow of Events	1. The View Daily Logs form is displayed, displaying the day's logs. 2. The user clicks the close button. 3. The system returns to its home page.
Alternative Flow of Events	2. The user selects logs on a specific animal. 3. Calls C130. 4. The user clicks close. 5. The system returns to its home page.
Alternative Flow of Events	2. The user selects to add a new log. 3. Calls C100. C110? 4. The user clicks close. 5. The system returns to its home page.
Alternative Flow of Events	2. The user selects export to export data to an excel sheet. 3. File is saved to default location. 4. The user clicks close. 5. The system returns to its home page.
Initial UI design	

Use Case ID	Use Case Name
C130	View Logs per Animal

Primary Business Actors	Other participating Actors
Handler Staff	Administrator Staff

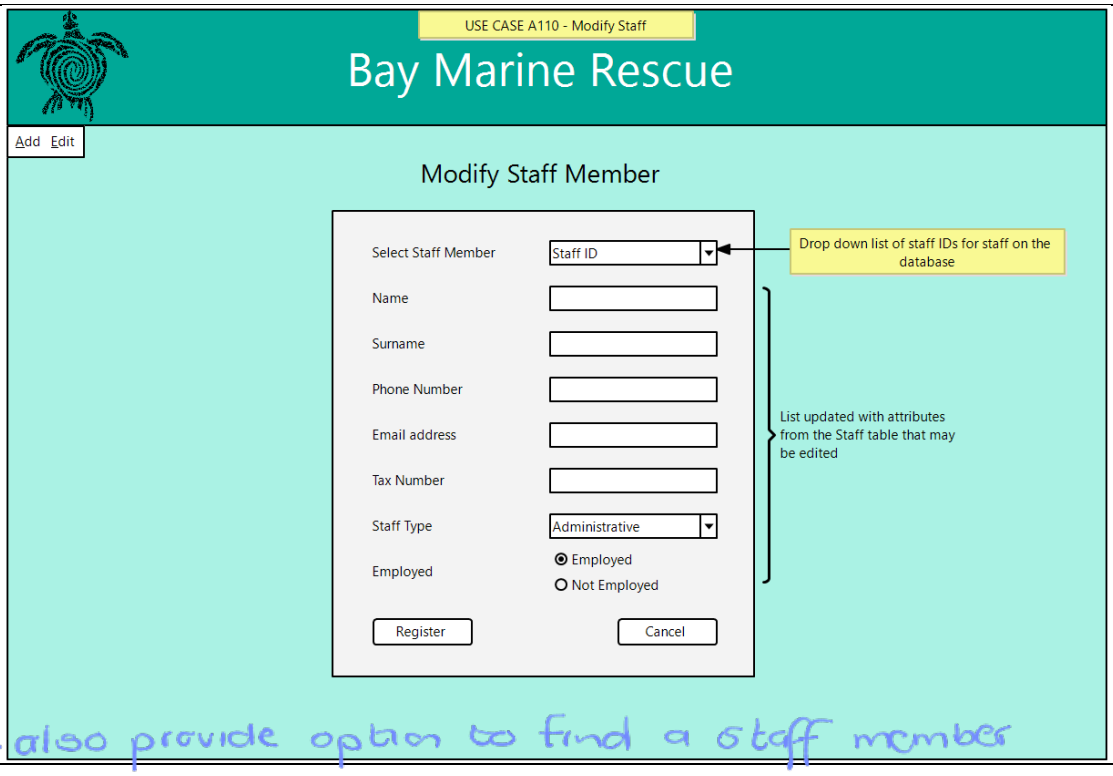
Description	This displays a report of the logs for the selected animal.
Pre-Conditions	The user must be logged in. Selected animal must exist.
Triggers	The user selects the Logs per animal option or called from C120.
Post-Conditions	The report for the logs for selected animal is displayed.
Basic Flow of Events	1. The logs for the animal are displayed. 2. The user selects the close option. 3. The system returns to its home page.
Alternate Flow of Events	2. The user selects new log. 3. Calls C110. 4. The user clicks close. 5. The system returns to its home page.
Alternative Flow of Events	2. The user selects export to export data to an excel sheet. 3. File is saved to default location. 4. The user clicks close. 5. The system returns to its home page.
Alternative Flow of Events	2. The user searches for an animal. 3. That's animal's logs are displayed. 4. The user clicks close. 5. The system returns to its home page.
Initial UI design	

2.3.2 Designed by Patrick Bamber

Use Case ID	Use Case Name	
A100	Add Staff	
Primary Business Actors		**Other participating Actors**
Administrative staff		None
Description	This allows the administrator to add a staff member onto the system.	
Pre-Conditions	The user must be logged on. The staff member to be added must not exist on the system.	
Triggers	The user selects the add staff member option.	
Post-Conditions	The system is populated with a new staff member or called from A120.	
Basic Flow of Events	1. The system displays the new staff member screen with various options that should be included when creating a new staff member such as staff name and phone number 2. The form is filled out and the administrator saves the changes and a new staff member is created 3. An automatic email is sent to the staff member containing the staff id and password 4. The system returns to its home page	
Alternative flow of events	2. The user clicks cancel 3. The system returns to its home page	
Initial UI design		

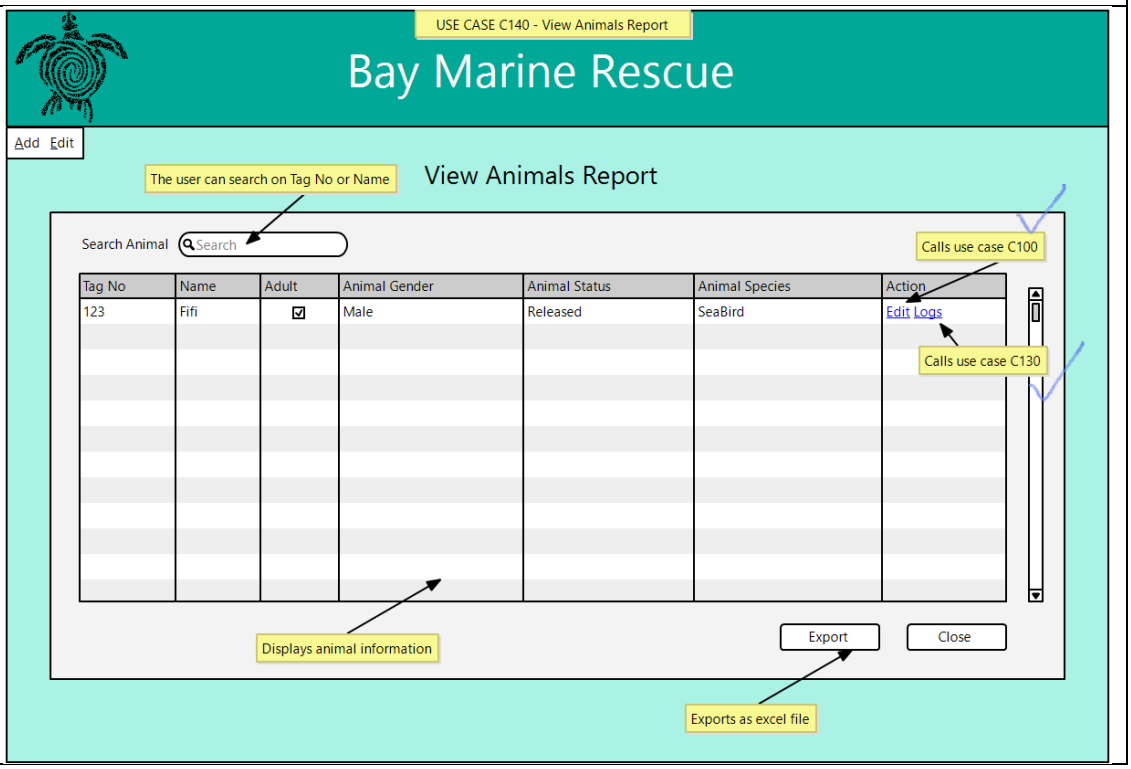
Use Case ID	Use Case Name
A110	Modify Staff

Primary Business Actors	Other participating Actors
Administrative staff	None

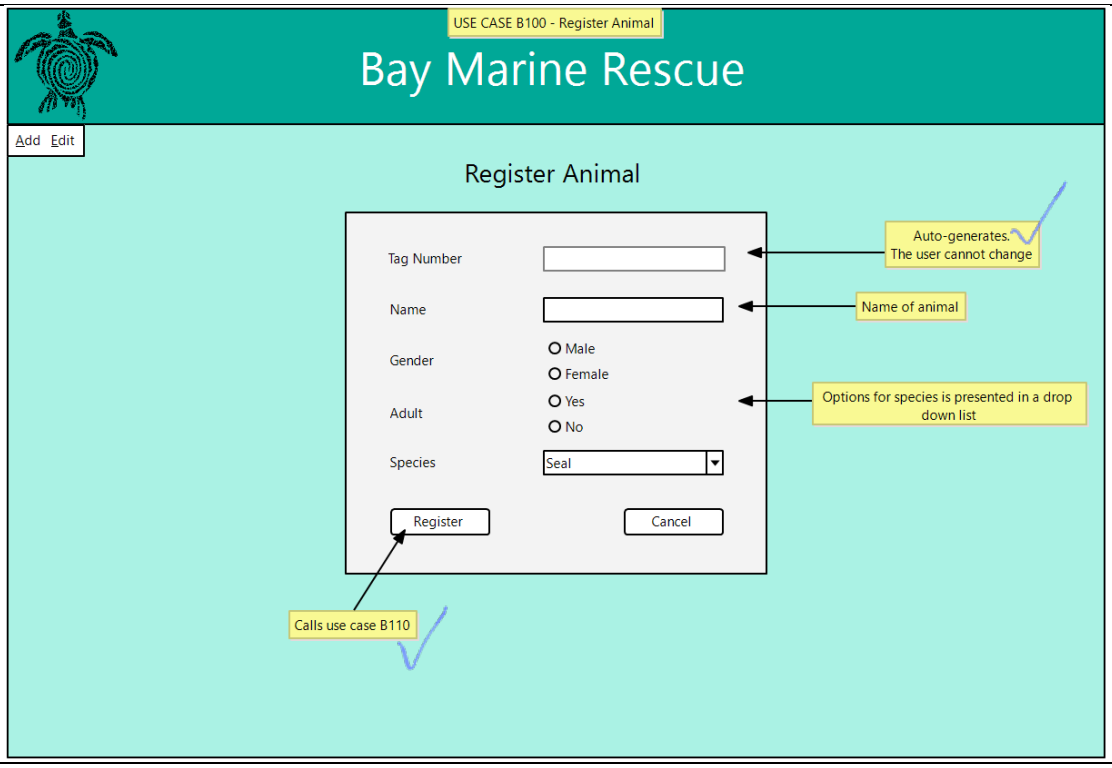
Description	This allows the administrator to modify staff members that currently exist on the system.
Pre-Conditions	The user must be logged on. The staff member to be modified must exist on the system.
Triggers	The user selects the modify staff member option.
Post-Conditions	The system is updated with the modified fields of the existing staff member or called from A120.
Basic Flow of Events	1. The system displays the modify staff screen where the administrator can update the necessary information of a particular staff member such as changing access levels or changing staff member information 2. The administrator selects the relevant staff member from the drop-down menu by Staff ID 3. When the steps are complete the staff member will be modified 4. The system returns to its home page
Alternative flow of events	3. The user clicks cancel 4. The system returns to its home page
Initial UI design	 - also provide option to find a staff member by entering surname

Use Case ID	Use Case Name
C140	View Animals report

Primary Business Actors	Other participating Actors
Handler staff	Admission staff, Administrative staff.

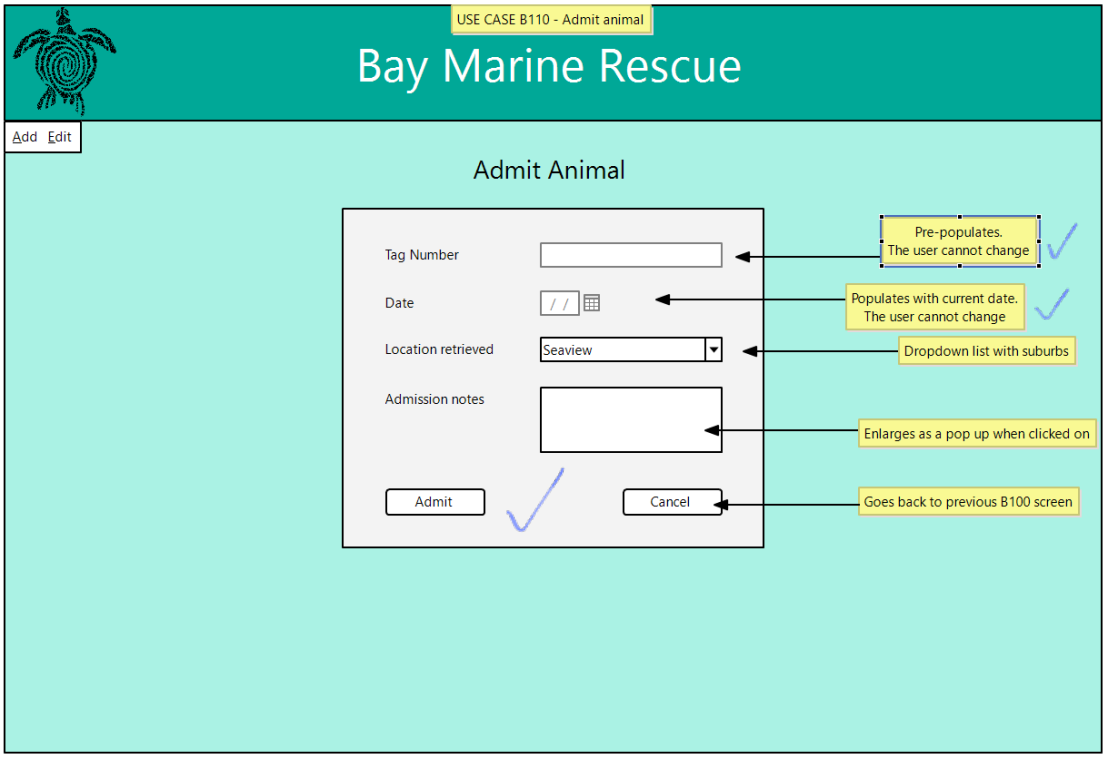
Description	This allows the user to view information on animals within the system.
Pre-Conditions	The user must be logged in. Animals need to exist in the system.
Triggers	The user selects the view animals option.
Post-Conditions	The system returns a report of animals in the system.
Basic Flow of Events	1. The form with a list of animals is displayed 2. The user selects the close option. 3. The system returns to its home page.
Alternative flow of events	2. User selects Edit 3. Calls C100 4. The user selects the close option. 5. The system returns to its home page.
Alternative flow of events	2. User selects Logs 3. Calls C130 4. The user selects the close option. 5. The system returns to its home page.
Alternative flow of events	2. User selects Export 3. File saved to a default location 4. The user selects the close option. 5. The system returns to its home page.
Initial UI design	

2.3.3 Designed by Chad Conning

Use Case ID	Use Case Name	
B100	Register Animal	
Primary Business Actors		**Other participating Actors**
Admission Staff		Administrator
Description	This allows an admission staff member to register an animal on the system.	
Pre-Conditions	The user must be logged on. A new animal must have arrived at the enclosure or must've been born in the enclosure.	
Triggers	The user selects the register an animal option.	
Post-Conditions	The new animal should be registered.	
Basic Flow of Events	1. A window to enter the new animal's details is displayed. 2. The user enters the relevant data of the animal being registered. 3. The system validates the inputs. 4. The user clicks on Register. 5. Calls B110 to Admit animal. 6. The system returns to its home page.	
Alternative Flow of Events	4. The user clicks on Cancel. 5. The system returns to its home page.	
Initial UI design		

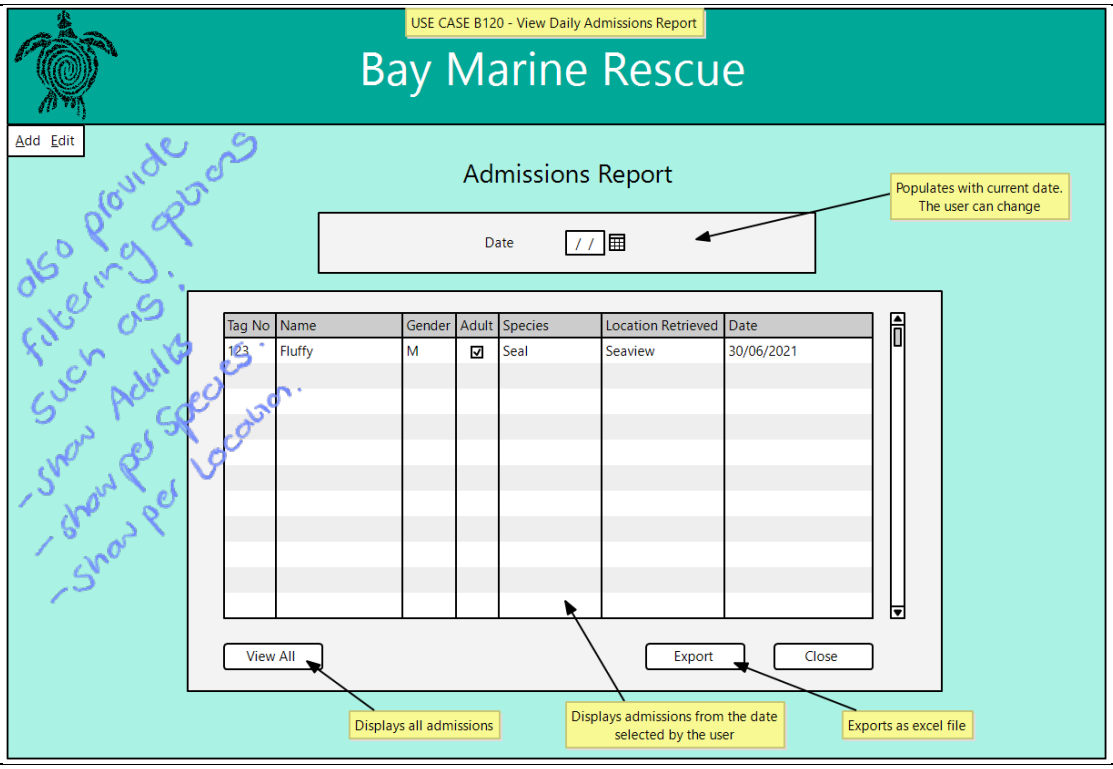
Use Case ID	Use Case Name
B110	Admit Animal

Primary Business Actors	Other participating Actors
Admission Staff	Administrator

Description	This allows the user to record the admission details of an animal.
Pre-Conditions	The user must be logged on. The animal must be registered.
Triggers	The user selects the admit an animal option.
Post-Conditions	The new animal's admission details should be recorded.
Basic Flow of Events	1. A window to enter the new animal's admission details is displayed. 2. The user enters the relevant data of the animal being admitted. 3. The system validates the inputs. 4. The user clicks on Admit. 5. The system returns to its home page.
Alternative Flow of Events	4. The user clicks on Cancel. 5. The system returns to its home page.
Initial UI design	

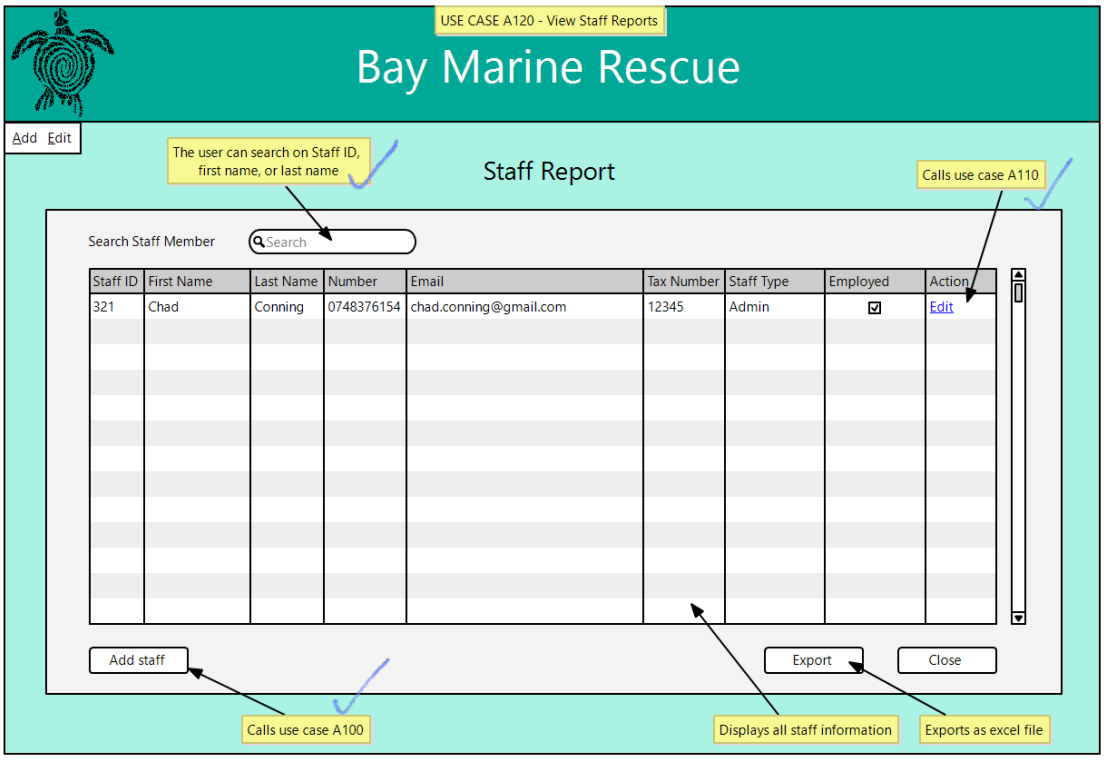
Use Case ID	Use Case Name
B120	View Daily Admissions Report

Primary Business Actors	Other participating Actors
Admission Staff	Handler Staff

Description	This allows the user to view details of the day's admissions.
Pre-Conditions	The user must be logged on. There must've been at least 1 admission for the day.
Triggers	The user selects the view daily admissions option.
Post-Conditions	A list of the day's admissions should be displayed.
Basic Flow of Events	1. A list of the day's admissions is displayed. 2. The user clicks close. 3. The system returns to its home page.
Alternative Flow of Events	2. The user selects view all. 3. A list of all admissions is displayed. 4. The user clicks close. 5. The system returns to its home page.
Alternative Flow of Events	2. The user selects to export data to an excel sheet. 3. The user clicks close. 4. The system returns to its home page.
Initial UI design	

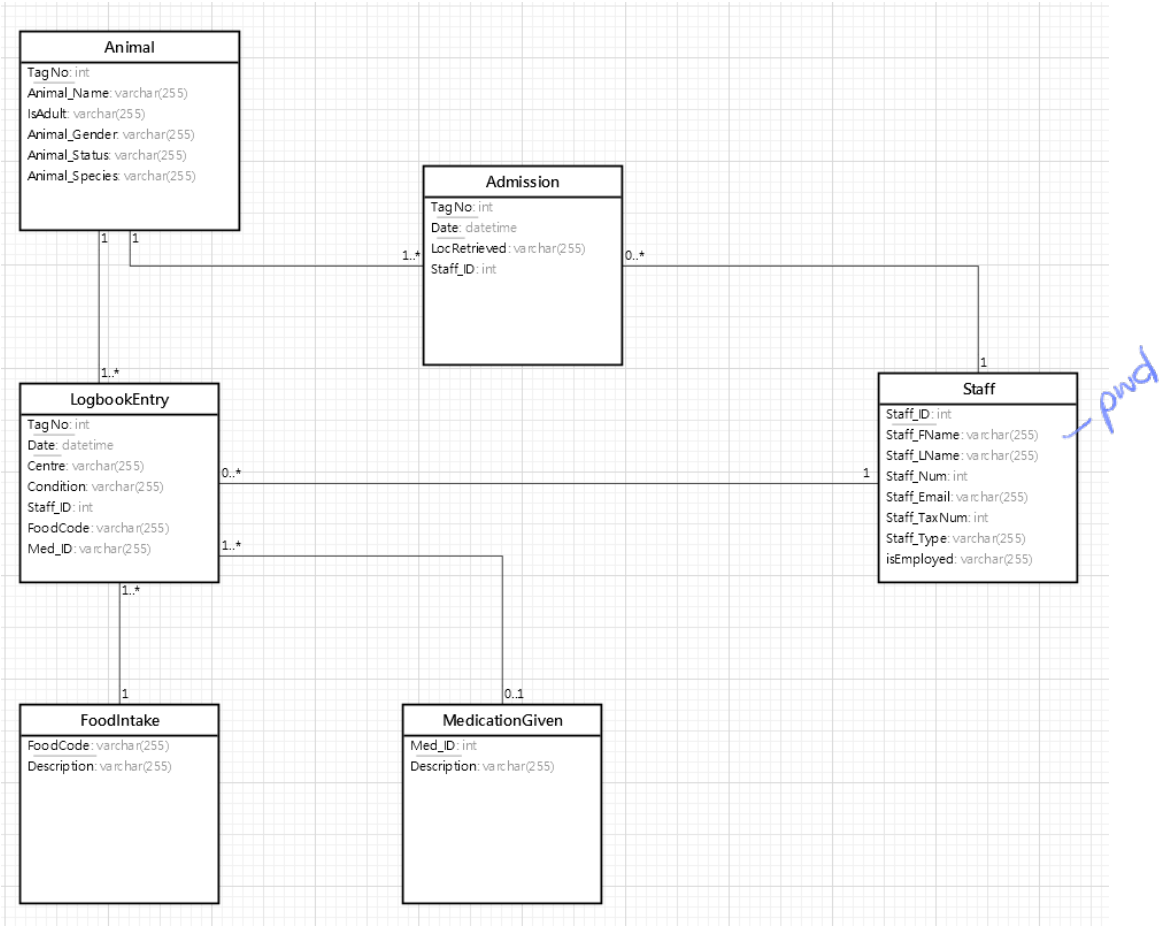
Use Case ID	Use Case Name
A120	View Staff Reports

Primary Business Actors	Other participating Actors
Administrator	None

Description	This allows the user to view information of staff members.
Pre-Conditions	The user must be logged on.
Triggers	The user selects the view staff reports option.
Post-Conditions	The staff reports should be displayed.
Basic Flow of Events	1. A report with all staff information is displayed. 2. The user clicks close. 3. The system returns to its home page.
Alternative Flow of Events	2. User selects to edit staff member information. 3. Calls A110. 4. The user clicks close. 5. The system returns to its home page.
Alternative Flow of Events	2. User selects to add a new staff member. 3. Calls A100. 4. The user clicks close. 5. The system returns to its home page.
Alternative Flow of Events	2. The user selects export to export data to an excel sheet. 3. File is saved to default location. 4. The user clicks close. 5. The system returns to its home page.
Initial UI design	

3 DATA REQUIREMENTS

Implementation Ready Class Diagram



NELSON MANDELA UNIVERSITY

Department of Computing Sciences

Plagiarism Declaration - Elaboration Document

Module code: WRRV301

We,

Name	Student Number	Contribution % [Total = 100]
Chloé Clemence	**219004781**	33.33
Chad Conning	**217775616**	33.33
Patrick Bamber	**215351843**	33.33

hereby declare that this submission is our own, original work.

We further declare that:

1. No part of this submission has been copied from another person/group,
2. We **did not** work with another person/group on this submission,
3. We acknowledged all consulted sources in the text and submitted a list of references, and
4. Parts without references are entirely our own work
5. That we have all equally contribute to the work or as indiciated in the contribution % above.

(Delete any of the above if not applicable)

We understand that, should this declaration be false, we may be charged with academic misconduct and/or plagiarism and that a disciplinary hearing may be brought against us.

1. SIGNED: ....C Clemence..... DATE .....2021-07-01.....
2. SIGNED: .....C Conning..... DATE .....2021-07-01.....
3. SIGNED: .....P Bamber..... DATE .....2021-07-01.....