**User Requirements Specifications**

V1

**Members:**

Atanas Marchev 3437930

Denis Bogdanov

Marc Owen Dane 3318605

Shinnosuke Hirota

**Class:**

E-S34

**Teacher:**

Roxana Paval

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**Introduction**

**Summary**

An animal shelter which keep and take care of stray and abandoned animals wants a software application with RFID to organize and handle the information of its animals. This app has information about the shelter (name, address, telephone number and e-mail address) and its animals (number, descriptions and sometimes owners information) and functions which can calculate how much a previous or new owner should pay. It also includes some facilities for maintaining the information, searching though the information and generating overview reports.

In addition, a person can be registered in this application as being the owner of several animals. Depending on its quality, the application might be adopted by other animal shelters.

**User Goal**

They find the owner of its animals.

**Problem**

1. The shelter cannot organize the information about its animals.
2. The shelter cannot access the information about its animals immediately.
3. It takes long time to calculate the fee.
4. It cannot check the last date each dog has been walked.

**Possible**

1. The application can add, save and delete information about the shelter and its animals.
2. It can access the animals’ information rapidly by scanning RFID tag.
3. It can calculate the fee.
4. It can replace a previous owner for a new owner.
5. It can search though the information.
6. It can create overview report.

**Impossible**

it cannot find owners

**Use Cases**

**Use Case Name**

Animals Registration

**Use Case ID**

2.1

**Goal**

Registering the animals for the shelter.

**Actor**

User (Shelter Volunteer)

**Pre-Condition**

Animals are tagged with a RFID-chip.

**Post-Condition**

Animals are registered.

**Main Course**

1. User chooses which type of animal is about to enter the shelter.
2. System displays info (optional & mandatory) to be filled for that type of animal.
3. User enters available information into system.
4. System updates with the entered information.
5. System displays the current owner’s information.

**Use Case Name**

Animal Adoption

**Use Case ID**

2.2

**Goal**

Registering an animal with an owner.

**Actor**

User (Employee)

**Pre-Condition**

Animal has stayed in shelter for 20 days.

**Post-Condition**

Animal is stored under an owner.

**Main Course**

1. User selects animal for adoption.
2. System displays animal information.
3. User proceeds to registration.
4. User inputs client information.
5. System checks client details.
6. System registers client.
7. System calculates and displays amount to be paid, based on kind of animal.
8. The user inputs amount paid.
9. The system registers the animal to the new owner and displays “Processed” message.

**Extensions**

5a. Client has already been registered.

1. Use this information and proceed to step 7.

**Use Case Name**

Animal Reclaiming

**Use Case ID**

2.3

**Goal**

Animal has previous owner registered to it.

**Actor**

User (Employee)

**Post-Condition**

User confirms that payment for reclaiming is done

**Main Course**

1. User selects animal for reclaiming.
2. System displays animal information.
3. User confirms client is previous owner of animal.
4. System calculates and displays amount to be paid, based on kind of animal and time of stay in shelter.
5. The user confirms that the amount has been paid.
6. System displays “Processed” message.

**Extensions:**

2a. Animal has already been adopted

1. Animal reclaiming impossible. System displays “Too late” message.

**Use Case Name**

Walking the Dogs

**Use Case ID**

2.4

**Goal**

Registering last walk-day of dogs

**Actor**

User (Shelter Volunteer)

**Post-Condition**

Last walk-day information of the dogs is updated

**Main Course**

1. User proceeds to the screen for dogs to be walked.
2. System displays all dogs last walk-day from not recent to most recent order.
3. User selects dogs to be walked.
4. System updates the selected dogs last walk-day to the current date.