**User Requirements Specifications**

V1

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**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.

**Animal Adoption**

**Use case ID:** 2.2

**Actor:** User (Employee)

**Pre-condition:** Animal has stayed in shelter for 20 days

**Post-condition:** Animal is stored under an owner

**Main Success Scenario:**

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.

**Animal Reclaiming**

**Use case ID:** 2.3

**Actor:** User (Employee)

**Post-condition:** User confirms that payment for reclaiming is done

**Main Success Scenario:**

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**

2.3

**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.