

ForJ Fantasy World Manager

Project Modeling Document

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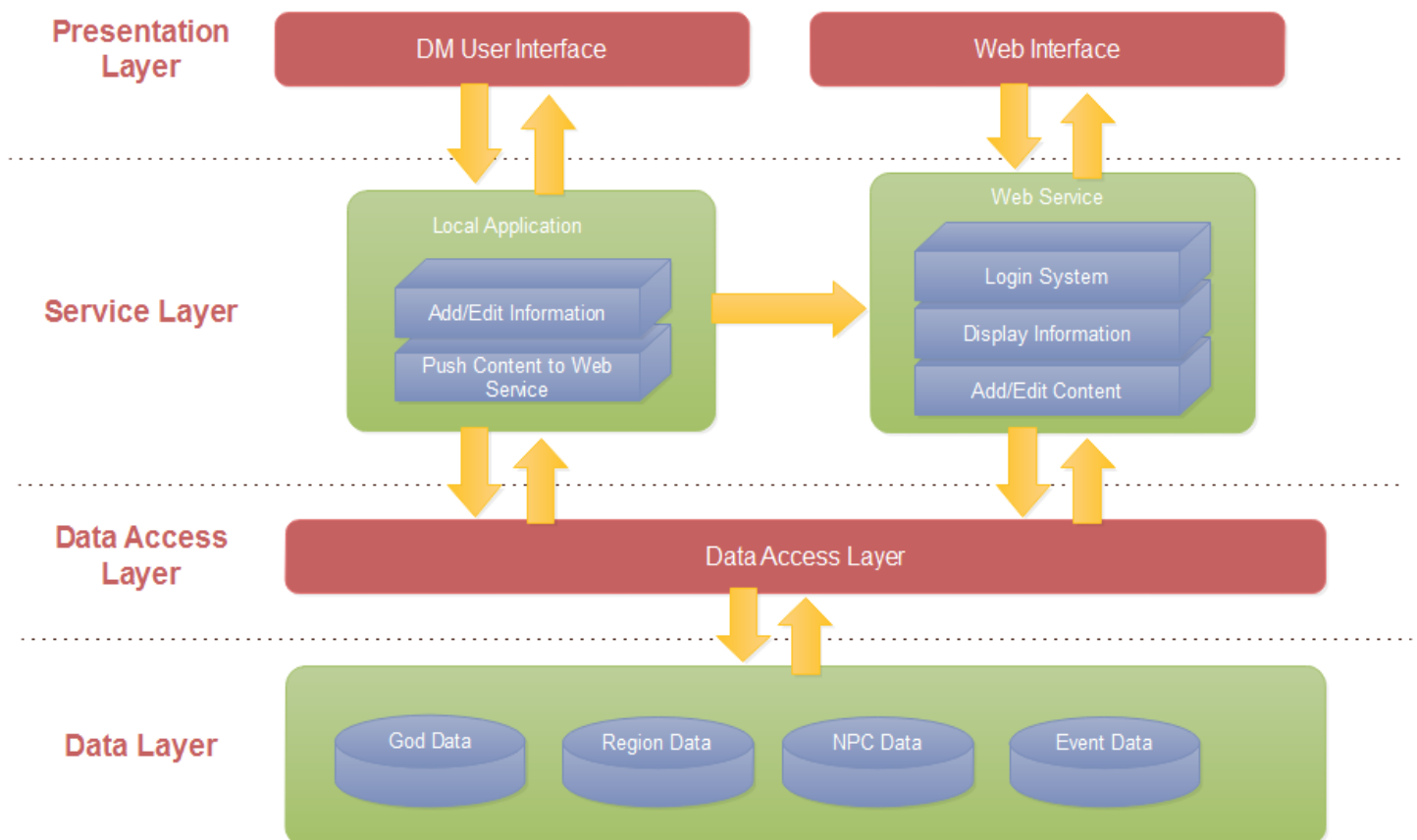
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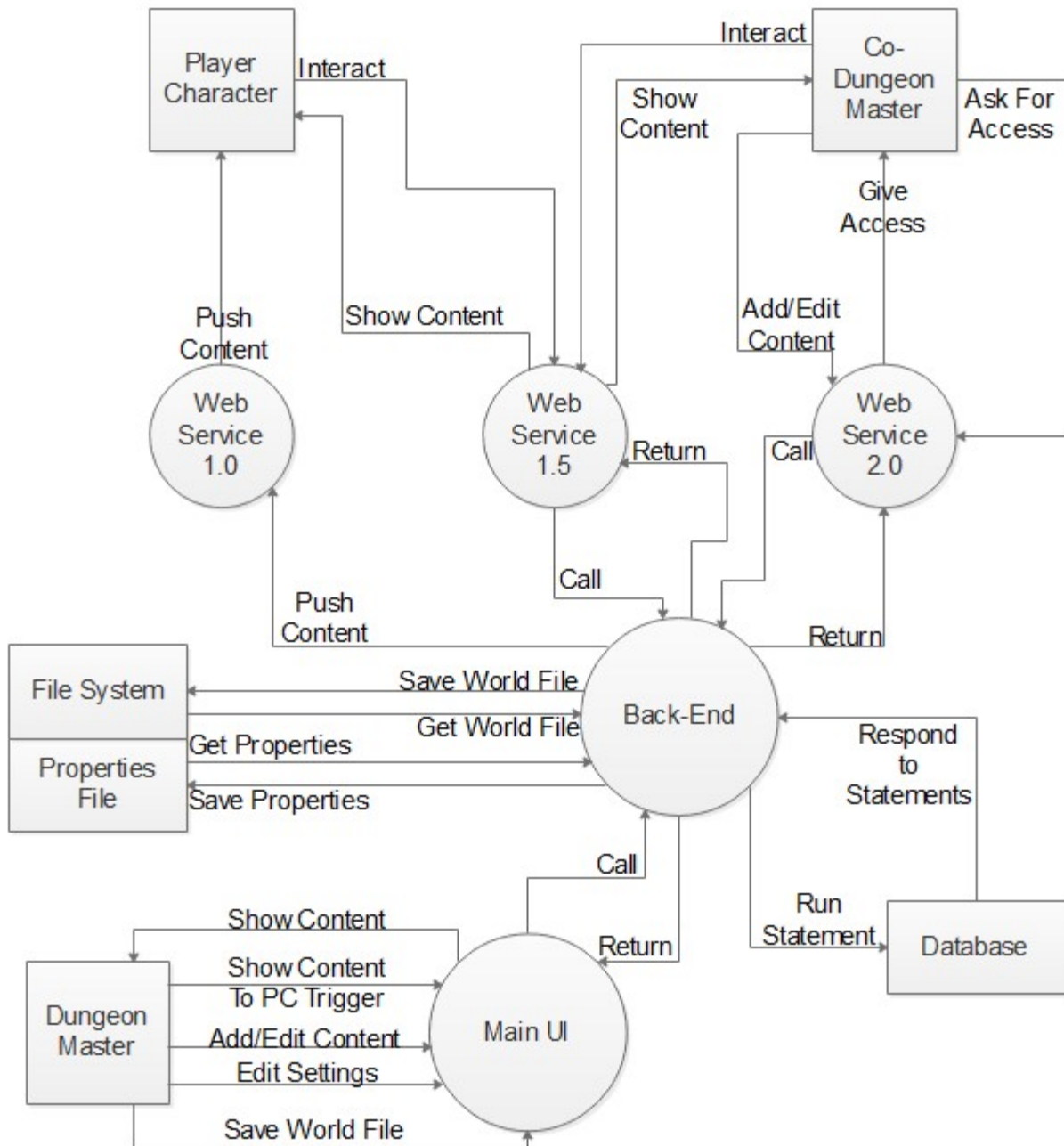
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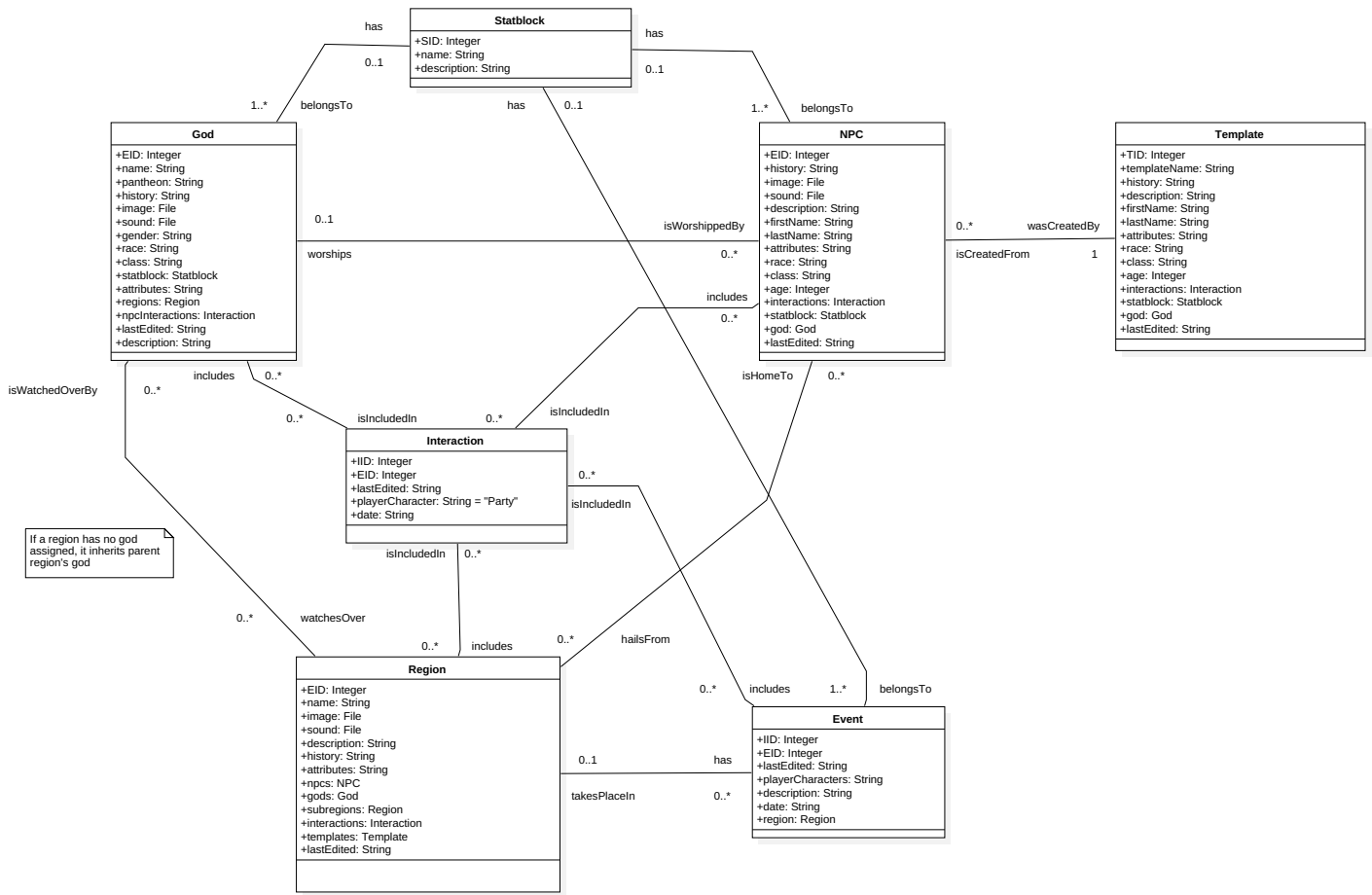
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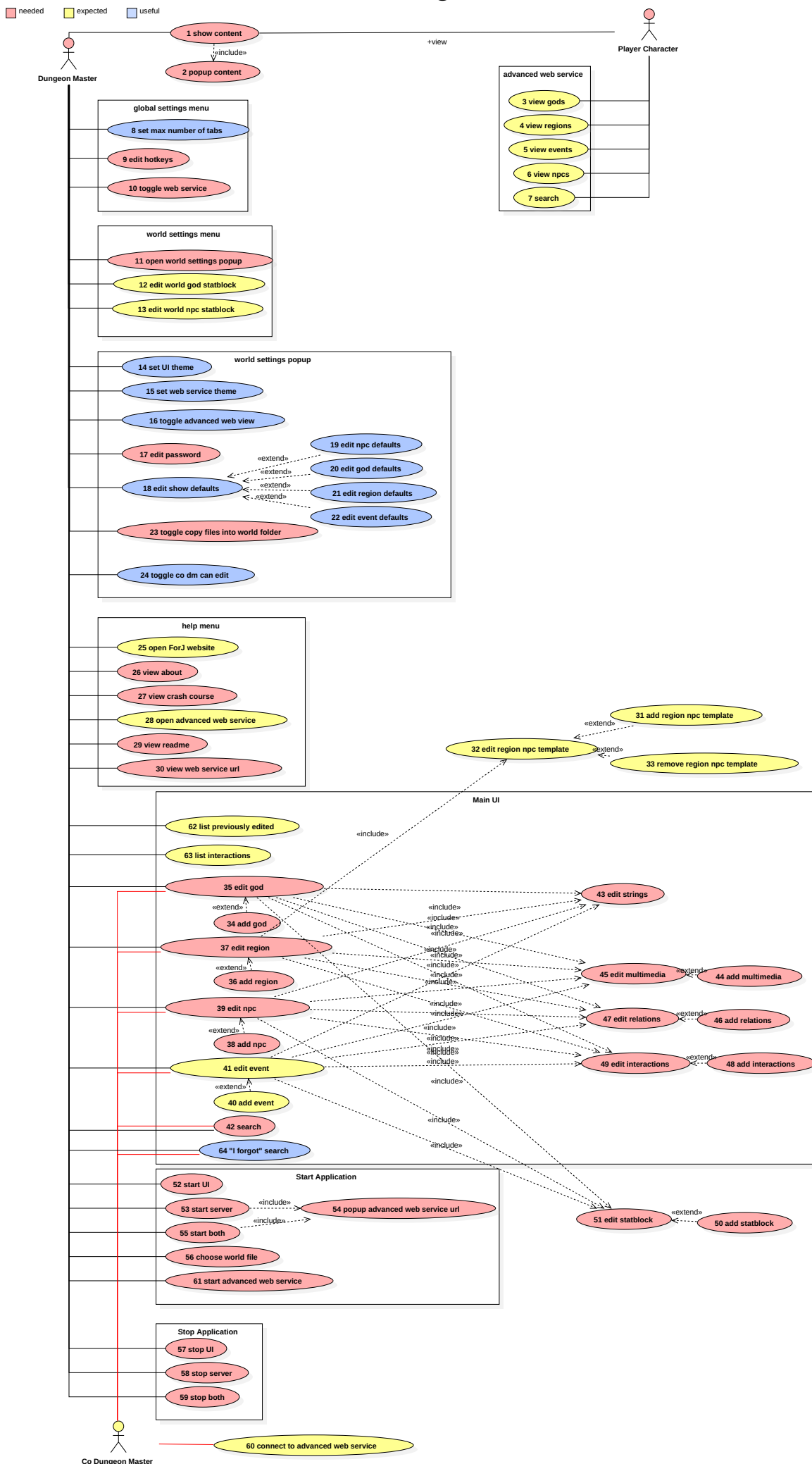
Context Diagram



Class Diagram



Use Case Diagram



ForJ Fantasy World Manager

Use Case Section

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ID	1
Use Case Name	Show Content
Included Cases	None
Priority	Needed
View	N/A
Brief Description	The DM can show the players information they have placed into the application
Trigger	DM hitting the show button or show hotkey
Actors	1. Dungeon Master
Inputs	1. NPC 2. God 3. Region 4. Event
Outputs	1. Visual to server/second screen
Main Flow	1. DM sees an input he wants to show to player 2. DM presses show button or show hotkey 3. Signal is sent to server and/or second screen and input is displayed
Alternate Flows	N/A

ID	2
Use Case Name	Popup Content
Included Cases	None
Priority	Needed
View	None
Brief Description	<<This use case is deprecated>>
Trigger	
Actors	1. Dungeon Master 2. Player Character
Inputs	
Outputs	
Main Flow	
Alternate Flows	

ID	3
Use Case Name	View Gods
Included Cases	None
Priority	Expected
View	Advanced Web Service
Brief Description	The Player Character is able to view additional information about a god on the web service
Trigger	Player Character clicks on a god on the web service
Actors	Player Character
Inputs	1. The Player Character clicks a god on the web service
Outputs	1. The web service updates with information about the god that is clicked
Main Flow	<ol style="list-style-type: none"> 1. The Player Character sees a god that they want to find more information on 2. The Player Character clicks on the god 3. The web service displays information about the god on a new page
Alternate Flows	

ID	4
Use Case Name	View Regions
Included Cases	None
Priority	Expected
View	Advanced Web Service
Brief Description	The Player Character is able to view additional information about a region on the web service
Trigger	Player Character clicks on a region on the web service
Actors	Player Character
Inputs	1. The Player Character clicks a region on the web service
Outputs	1. The web service updates with information about the region that is clicked
Main Flow	<ol style="list-style-type: none"> 1. The Player Character sees a region that they want to find more information on 2. The Player Character clicks on the region 3. The web service displays information about the region on a new page
Alternate Flows	

ID	5
Use Case Name	View Events
Included Cases	None
Priority	Expected
View	Advanced Web Service
Brief Description	The Player Character is able to view additional information about an event on the web service
Trigger	Player Character clicks on an event on the web service
Actors	1. Player Character
Inputs	1. The Player Character clicks an event on the web service
Outputs	1. The web service updates with information about the event that is clicked
Main Flow	<ol style="list-style-type: none"> 1. The Player Character sees an event that they want to find more information on 2. The Player Character clicks on the event 3. The web service displays information about the event on a new page
Alternate Flows	

ID	6
Use Case Name	View NPCs
Included Cases	None
Priority	Expected
View	Advanced Web Service
Brief Description	The Player Character is able to view additional information about an NPC on the web service
Trigger	Player Character clicks on an NPC on the web service
Actors	1. Player Character
Inputs	1. The Player Character clicks an NPC on the web service
Outputs	1. The web service updates with information about the a NPC that is clicked
Main Flow	<ol style="list-style-type: none"> 1. The Player Character sees an NPC that they want to find more information on 2. The Player Character clicks on the NPC 3. The web service displays information about the NPC on a new page
Alternate Flows	

ID	7
Use Case Name	Search Web Service
Included Cases	None
Priority	Expected
View	Advanced Web Service
Brief Description	The Player Character is able to search for various entries in the web service
Trigger	Player Character clicks on the search button in the web service
Actors	Player Character
Inputs	<ol style="list-style-type: none"> 1. The Player Character inserts a string into the search bar 2. The Player Character selects type they are searching for (NPC, Event, Region, or Gods)
Outputs	<ol style="list-style-type: none"> 1. The web service displays all entries that match the inputs
Main Flow	<ol style="list-style-type: none"> 1. The Player Character thinks of a name they want to search for 2. The Player Character inserts that name into the search bar 3. The Player Character selects from a drop down menu the type of entity they are searching for (NPC, Event, Region, or Gods) 4. The Player Character clicks the search button 5. The Web Service displays entries relating to the type of entity and matching with the name
Alternate Flows	

ID	8
Use Case Name	Set max number of tabs
Included Cases	None
Priority	Useful
Brief Description	The DM can set the max number of tabs that can be open at one time
Trigger	DM hitting the set max tabs button in settings
Actors	1. Dungeon Master
Inputs	1. Desired max number of tabs
Outputs	1. The new max number of tabs is set 2. The number of open tabs cannot exceed the set max
Main Flow	1. The DM wants to set a max number of tabs 2. The DM clicks the option to set max tabs 3. The DM enters the desired max number of tabs 4. The new max number of tabs is set 5. The system will not allow more tabs than the set max to be open at one time
Alternate Flows	
View	Global Settings Menu

ID	9
Use Case Name	Edit Hotkeys
Included Cases	None
Priority	Needed
Brief Description	The DM can edit the application hotkeys
Trigger	The DM hits the button to edit hotkeys
Actors	1. Dungeon Master
Inputs	1. The DM will enter each desired single-character key for all available actions
Outputs	1. The new hotkeys are set 2. Pressing each hotkey in the system will result in the corresponding action being preformed
Main Flow	1. The DM wants to change the hotkeys to navigate the system 2. The DM clicks or selects the button to edit the hotkeys 3. The DM enters the desired keys for each command 4. The hotkeys are set
Alternate Flows	
View	Global Settings Menu

ID	10
Use Case Name	Toggle Web Service
Included Cases	None
Priority	Needed
View	Global Settings Menu
Brief Description	The DM can turn the web service on or off
Trigger	The DM selects the button to toggle the web service
Actors	1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The DM will select the toggle web service button when the web service is active 2. The DM will select the toggle web service button when the web service is inactive
Outputs	<ol style="list-style-type: none"> 1. The web service will activate when the button is selected and the web service was inactive 2. The web service will deactivate when the button is selected and the web service was active
Main Flow	<ol style="list-style-type: none"> 1. The DM wants to toggle the web service feature to turn it on or off 2. The DM clicks or otherwise selects the button to toggle the web service 3. If the web service was not active, it will activate 4. If the web service was active, it will deactivate
Alternate Flows	

ID	11
Use Case Name	Open World Setting Popup
Included Cases	None
Priority	Needed
View	World Setting Menu
Brief Description	The DM requires the ability to open the World Setting to make changes on the world, to change the geographical setting, and other features of the worlds
Trigger	The DM clicks, or otherwise selects a World Setting menu
Actors	1. Dungeon Master
Inputs	1. DM clicks the World Setting menu button 2. DM selects the World Setting menu button
Outputs	1. The World Setting menu popup in new window
Main Flow	1. The DM wants to see the World Setting menu 2. The DM clicks, or selects the World Setting menu button 3. The World Setting menu pops up
Alternate Flows	None

ID	12
Use Case Name	Edit world GOD Statblock
Included Cases	None
Priority	Expected
View	World setting menu
Brief Description	The DM requires to edit and view the status of GOD.
Trigger	DM clicks, or otherwise selects the Edit World GOD statblock button.
Actors	1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. DM clicks the Edit World God Statblock. 2. DM will update & change features of God.
Outputs	<ol style="list-style-type: none"> 1. The Edit World God Statblock will appear. 2. Updates and changes will be saved.
Main Flow	<ol style="list-style-type: none"> 1. The Dm wants to see the Edit World God Statblock.. 2. The DM clicks, or selects the Edit World GOD Statblock. 3. The Edit World God Statblock will appear, and DM will be able to update and change features of God.
Alternate Flows	NONE

ID	13
Use Case Name	Edit World NPC Statblock
Included Cases	None
Priority	Expected
View	World setting menu
Brief Description	The DM requires ability to open the Edit World NPC Statblock and update and change the features of NPC in D&D.
Trigger	The DM clicks, or otherwise selects a Edit World NPC Statblock.
Actors	Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. DM Clicks the Edit World NPC Statblock 2. DM Selects the Edit World NPC Statblock 3. DM will update & change features of NPC.
Outputs	<ol style="list-style-type: none"> 1. The Edit World NPC Statblock will appear. 2. Updates and changes will be saved.
Main Flow	<ol style="list-style-type: none"> 1. The Dm wants to see the Edit World NPC Statblock. 2. The DM Select the clicks, or selects the Edit World NPC Statblock. 3. the Edit World NPC Statblock will appear and DM will be able to update and change features of NPC.
Alternate Flows	None

ID	14
Use Case Name	Set UI Theme
Included Cases	None
Priority	Useful
View	World Settings Popup
Brief Description	The DM can change the theme of the UI
Trigger	The DM selects the option to change the UI theme
Actors	1. Dungeon Master
Inputs	1. The DM selects a preset theme 2. The DM selects two colors for text and background
Outputs	1. The UI theme is set
Main Flow	1. The DM wants to change the theme of the UI 2. The DM clicks or otherwise selects the option to set the UI theme 3. The DM selects the desired colors for the UI theme 4. The UI theme is set
Alternate Flows	

ID	15
Use Case Name	Set Web Service Theme
Included Cases	None
Priority	Useful
View	World Settings Popup
Brief Description	The DM can change the theme of the web service
Trigger	The DM selects the option to change the web service theme
Actors	1. Dungeon Master
Inputs	1. The DM selects a preset theme 2. The DM selects two colors for text and background
Outputs	1. The web service theme is set
Main Flow	1. The DM wants to change the theme of the web service 2. The DM clicks or otherwise selects the option to set the web service theme 3. The DM selects the desired colors for the web service theme 4. The web service theme is set
Alternate Flows	

ID	16
Use Case Name	Toggle Advanced Web view
Included Cases	None
Priority	Useful
View	World Settings Popup
Brief Description	The DM can toggle the advanced web view on or off
Trigger	The DM selects the button to toggle the advanced web view
Actors	1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The DM can select the toggle button if the advanced web view is on 2. The DM can select the toggle button if the advanced web view is off
Outputs	<ol style="list-style-type: none"> 1. If the advanced web view is off, it will be activated 2. If the advanced web view is on, it will be deactivated
Main Flow	<ol style="list-style-type: none"> 1. The DM wants to toggle the advanced web view 2. The DM clicks or otherwise selects the button to toggle the advanced web view 3. If the advanced web view is off, it will be activated 4. If the advanced web view is on, it will be deactivated
Alternate Flows	

ID	17
Use Case Name	Edit Password
Included Cases	None
Priority	Needed
View	World Settings Popup
Brief Description	The DM can edit the password needed to connect to the Co-DM server
Trigger	DM clicking the edit password button in settings
Actors	1. DM
Inputs	1. New password
Outputs	1. New password is needed to connect to Co-DM server 2. Old password can no longer be used
Main Flow	1. DM wants to edit the current password of the server 2. DM clicks edit password button 3. DM enters password into text field 4. DM confirms new password 5. Server now has a new password to be used to connect
Alternate Flows	N/A

ID	18
Use Case Name	Edit "Show" Defaults
Included Cases	
Priority	Useful
View	World Settings Popup
Brief Description	The Dungeon Master may wish to change the default settings for what information will be shown to the Player characters. These settings can be overwritten for specific types of items that can be shown the Player Characters
Trigger	The Dungeon Master selects the "Edit 'show' defaults" from the "World Settings Popup"
Actors	1. Dungeon Master
Inputs	1. The Dungeon Master toggles booleans for what will be shown by default from "First Name, Last Name, Description, Image, Sound, and PC Interactions"
Outputs	1. The defaults for all of the underlying items that will be shown are set to whatever the Dungeon Master has input
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to edit the default fields that are shown to the Player Characters 2. The Dungeon Master selects the "Edit 'Show' Defaults" button from the World Settings Popup 3. The Dungeon Master toggles the defaults from the list shown 4. The defaults are set to what the Dungeon Master has input
Alternate Flows	

ID	19
Use Case Name	Edit NPC Defaults
Included Cases	
Priority	Useful
View	World Settings Popup
Brief Description	The Dungeon Master may wish to change the default settings for what information fields from NPCs will be shown to the Player characters
Trigger	The Dungeon Master selects the "Edit NPC defaults" from the "World Settings Popup"
Actors	1. Dungeon Master
Inputs	1. The Dungeon Master toggles booleans for what will be shown by default from "First Name, Last Name, Description, Image, Sound, and PC Interactions" for NPCs
Outputs	1. The defaults for the fields shown to Player Character from NPC are set to whatever the Dungeon Master has input
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to edit the default fields that are shown to the Player Characters from NPCs 2. The Dungeon Master selects the "Edit NPC Defaults" button from the World Settings Popup 3. The Dungeon Master toggles the defaults from the list shown 4. The defaults are set to what the Dungeon Master has input
Alternate Flows	

ID	20
Use Case Name	Edit God Defaults
Included Cases	
Priority	Useful
View	World Settings Popup
Brief Description	The Dungeon Master may wish to change the default settings for what information fields from gods will be shown to the Player characters
Trigger	The Dungeon Master selects the "Edit god defaults" from the "World Settings Popup"
Actors	1. Dungeon Master
Inputs	1. The Dungeon Master toggles booleans for what will be shown by default from "First Name, Last Name, Description, Image, Sound, and PC Interactions" for gods
Outputs	1. The defaults for the fields shown to Player Character from gods are set to whatever the Dungeon Master has input
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to edit the default fields that are shown to the Player Characters from gods 2. The Dungeon Master selects the "Edit God Defaults" button from the World Settings Popup 3. The Dungeon Master toggles the defaults from the list shown 4. The defaults are set to what the Dungeon Master has input
Alternate Flows	

ID	21
Use Case Name	Edit Region Defaults
Included Cases	
Priority	Useful
View	World Settings Popup
Brief Description	The Dungeon Master may wish to change the default settings for what information fields from regions will be shown to the Player characters
Trigger	The Dungeon Master selects the "Edit region defaults" from the "World Settings Popup"
Actors	1. Dungeon Master
Inputs	1. The Dungeon Master toggles booleans for what will be shown by default from "First Name, Last Name, Description, Image, Sound, and PC Interactions" for regions
Outputs	1. The defaults for the fields shown to Player Character from regions are set to whatever the Dungeon Master has input
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to edit the default fields that are shown to the Player Characters from regions 2. The Dungeon Master selects the "Edit Region Defaults" button from the World Settings Popup 3. The Dungeon Master toggles the defaults from the list shown 4. The defaults are set to what the Dungeon Master has input
Alternate Flows	

ID	22
Use Case Name	Edit Event Defaults
Included Cases	
Priority	Useful
View	World Settings Popup
Brief Description	The Dungeon Master may wish to change the default settings for what information fields from events will be shown to the Player characters
Trigger	The Dungeon Master selects the "Edit event defaults" from the "World Settings Popup"
Actors	1. Dungeon Master
Inputs	1. The Dungeon Master toggles booleans for what will be shown by default from "First Name, Last Name, Description, Image, Sound, and PC Interactions" for events
Outputs	1. The defaults for the fields shown to Player Character from events are set to whatever the Dungeon Master has input
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to edit the default fields that are shown to the Player Characters from events 2. The Dungeon Master selects the "Edit Event Defaults" button from the World Settings Popup 3. The Dungeon Master toggles the defaults from the list shown 4. The defaults are set to what the Dungeon Master has input
Alternate Flows	

ID	23
Use Case Name	Toggle Copy Files Into World Folder
Included Cases	None
Priority	Needed
View	World Settings Popup
Brief Description	The DM can choose to have all properties and files used and linked to entities (multimedia, sounds, etc.) copied into the folder used for storing the world
Trigger	The DM selects the checkbox to toggle the copying of files into the world folder
Actors	1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The DM will select the checkbox "Toggle Copy Files Into World Folder" when they do not want to copy over files 2. The DM will select the checkbox "Toggle Copy Files Into World Folder" when they do want to copy over files
Outputs	<ol style="list-style-type: none"> 1. If the checkbox is active, files will be copied over into the world folder 2. If the checkbox is inactive, files will remain only links to the file system
Main Flow	<ol style="list-style-type: none"> 1. The DM wants to toggle the "Toggle Copy Files Into World Folder" checkbox to turn it on or off 2. The DM clicks the checkbox next to "Toggle Copy Files Into World Folder" 3. If the copying of files was already happening, it will no longer happen 4. If the copying of files was already happening, it will happen
Alternate Flows	

ID	24
Use Case Name	Toggle Co-DM Can Edit
Included Cases	None
Priority	Needed
View	World Settings Popup
Brief Description	The DM can choose allow a Co-DM to also edit and change entities inside of the world
Trigger	The DM selects the checkbox to allow or disallow the Co-DM to edit entities inside of the world
Actors	1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The DM will select the checkbox "Allow Co-DM to Edit" when they want to allow the Co-DM to edit 2. The DM will select the checkbox "Allow Co-DM to Edit" when they want to disallow the Co-DM to edit
Outputs	<ol style="list-style-type: none"> 1. If the checkbox is active, the Co-DM can edit entities in the world 2. If the checkbox is active, the Co-DM cannot edit entities in the world
Main Flow	<ol style="list-style-type: none"> 1. The DM wants to allow their Co-DM to also edit entities in the world, or prevent the Co-DM from editing 2. The DM clicks the checkbox "Allow Co-DM to Edit" if it is already active, preventing the Co-DM from editing, or clicks the checkbox "Allow Co-DM to Edit" if it is inactive and they want the Co-DM to be able to edit
Alternate Flows	

ID	25
Use Case Name	Open ForJ Website
Included Cases	None
Priority	Expected
View	Help Menu
Brief Description	The DM requires ability to open the ForJ Website, for the further information.
Trigger	The DM clicks Open ForJ Website button .
Actors	Dungeon Master
Inputs	1. DM Click the Open ForJ Website button on Help.
Outputs	1. ForJ website will open in web browser.
Main Flow	1. DM wants to view further informations. 2. DM clicks Open ForJ Website button from help menu. 3. ForJ website open in web browser.
Alternate Flows	None

ID	26
Use Case Name	View About
Included Cases	None
Priority	Needed
View	Help Menu
Brief Description	The DM should be able to view the version number and other information regarding the application
Trigger	The DM clicks About button
Actors	1. Dungeon Master
Inputs	1. DM clicks the View About button on Help
Outputs	1. Information about product will appear in a popup
Main Flow	1. DM wants to view extra information about the application 2. DM clicks About from help menu 3. Information will be displayed in a new popup
Alternate Flows	None

ID	27
Use Case Name	View Crash Course
Included Cases	None
Priority	Needed
View	Help Menu
Brief Description	The DM can view a quick tutorial on how to use the program by running them through an example usage
Trigger	The DM clicks Crash Course button
Actors	1. Dungeon Master
Inputs	1. DM clicks the Crash Course from Help menu
Outputs	1. Crash Course window pops up
Main Flow	<ol style="list-style-type: none"> 1. DM wants to learn how to use the application 2. DM clicks Crash Course from help menu 3. Crash course information will appear in window, guiding the DM through an example usage of the program
Alternate Flows	None

ID	28
Use Case Name	Open Advanced Web Service
Included Cases	None
Priority	Expected
View	Help Menu
Brief Description	The Dungeon master may wish to open the advanced web service, opening the server in a local web browser
Trigger	The Dungeon Master clicks on the "Open Advanced Web Service" button under the Help Menu
Actors	1. Dungeon Master
Inputs	1. The Dungeon Master clicks on the "Open Advanced Web Service" button
Outputs	1. The default web browser opens the URL leading to the advanced web service
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to open up the advanced web service 2. The Dungeon Master clicks on the "Open Advanced Web Service" button 3. The default web browser opens the advanced web service URL, showing information about the server to the Dungeon Master
Alternate Flows	

ID	29
Use Case Name	View Readme
Included Cases	None
Priority	Needed
View	Help Menu
Brief Description	The DM wants to learn about the application
Trigger	The DM clicks View Readme button
Actors	Dungeon Master
Inputs	1. DM clicks View Readme on Help
Outputs	<div> <div>1.</div> <div>2.</div> </div> <div> 1. The Readme is opened in an application (presumably the native text editor) </div>
Main Flow	<div> 1. DM wants to learn about the application 2. DM clicks Readme from Help menu 3. Readme file opens in native text editor </div>
Alternate Flows	None

ID	30
Use Case Name	View Service URL
Included Cases	None
Priority	Needed
View	Help Menu
Brief Description	The DM wants to view the web Service's URL
Trigger	The DM clicks the Service URL button
Actors	1. Dungeon Master
Inputs 1.	1. DM clicks the Service URL button on Help
Outputs	1. Service URL will popup in a small window with the link for easy copy and paste
Main Flow	1. DM wants to view web Service URL 2. DM clicks Service URL from help menu 3. Service URL will popup in a small window
Alternate Flows	None

ID	31
Use Case Name	Add Region NPC Template
Included Cases	None
Priority	Expected
View	None
Brief Description	The DM requires the ability to add a new region NPC Template
Trigger	The DM selects the button to add a new region NPC Template
Actors	1. Dungeon Master
Inputs	1. DM Clicks the add region NPC Template button
Outputs	1. The Region NPC Template is added to the region
Main Flow	<ol style="list-style-type: none"> 1. DM wants to add a new NPC template to the region 2. DM clicks the edit region button 3. DM clicks the edit region NPC template button 4. DM creates a new NPC template 5. DM clicks the button to add the template to the region 6. The new template is added to the region
Alternate Flows	None

ID	32
Use Case Name	Edit Region NPC Template
Included Cases	None
Priority	Expected
View	None
Brief Description	The DM requires ability to edit a region NPC Template
Trigger	The DM selects the button to edit a region NPC Template
Actors	1. Dungeon Master
Inputs	1. DM Clicks the edit region NPC Template button
Outputs	1. The DM is taken to the page to edit the template
Main Flow	<ol style="list-style-type: none"> 1. DM wants to edit a region NPC template 2. DM clicks the edit region button 3. DM clicks the edit region NPC template button 4. DM is able to edit, add, and remove the region's NPC Templates
Alternate Flows	None

ID	33
Use Case Name	Remove Region NPC Template
Included Cases	None
Priority	Expected
View	None
Brief Description	The DM requires ability to remove a region NPC Template
Trigger	The DM selects the button to remove a region NPC Template
Actors	1. Dungeon Master
Inputs	1. DM Clicks the remove region NPC Template button
Outputs	1. The selected NPC template is removed
Main Flow	<ol style="list-style-type: none"> 1. DM wants to remove a region NPC template 2. DM clicks the edit region button 3. DM clicks the edit region NPC template button 4. DM chooses the desired NPC template to remove 5. The desired template is removed from the region
Alternate Flows	None

ID	34
Use Case Name	Add God
Included Cases	All that 35 Edit God uses
Priority	Needed
View	Main UI
Brief Description	New Gods should be able to be created in the fantasy setting and persist
Trigger	<ol style="list-style-type: none"> 1. The add god hotkey gets pressed 2. A new god button gets selected in a search or from a list of gods
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. A new god 2. An existing god
Outputs	<ol style="list-style-type: none"> 1. A god gets saved to the database 2. A god does not get saved to the database 3. A god gets deleted from the database
Main Flow	<ol style="list-style-type: none"> 1. A new god is created, but not saved, and the screen appears to the user to begin adding a new god, in a new tab in the main UI 2. Follow edit god flow, however do not try to save until a name has been entered
Alternate Flows	See Edit God alternate flow

ID	35
Use Case Name	Edit God
Included Cases	43 Edit Strings, 44 Edit Multimedia, 46 Edit Relations, 48 Add Interactions, 50 Edit Statblock
Priority	Needed
View	Main UI
Brief Description	The Dungeon Master needs to be able to add gods to the fantasy setting that they are creating, this includes editing the attributes that are associated with the god
Trigger	<ol style="list-style-type: none"> 1. The Add God Hotkey gets pressed 2. The player selects add when searching for an existing god, or from a list of displayed gods
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The relevant god information, from included use cases
Outputs	<ol style="list-style-type: none"> 1. A new god is saved into the database 2. An unsaved item message pops up if there was not enough information to save the god
Main Flow	<ol style="list-style-type: none"> 1. The main UI switches tab to the god being edited 2. The user uses included use-cases to change the associated information with the god 3. If enough information is present: (the name of the god), then the god will auto save whenever information gets edited, otherwise it will prompt for a name based on ctrl + s save hotkey 4. The user closes the god's page as no further information is being changed
Alternate Flows	The god does not get saved, because not enough information was present, and the page gets closed

ID	36
Use Case Name	Add Region
Included Cases	
Priority	Needed
View	Main UI
Brief Description	A region should be able to be created in the fantasy world
Trigger	<ol style="list-style-type: none"> 1. The add region button is selected out of a list 2. The add region hotkey gets pushed
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The relevant region information, from included use cases
Outputs	<ol style="list-style-type: none"> 1. A region gets saved successfully to the database 2. A region does not get saved successfully to the database if it does not have a name
Main Flow	<ol style="list-style-type: none"> 1. A new region is created <p>Follow 37 Edit Region</p>
Alternate Flows	

ID	37
Use Case Name	Edit Region
Included Cases	43 Edit Strings, 45 Edit Multimedia, 47 Edit Relation, 49 Edit Interaction, 32 Edit Region NPC Template
Priority	Needed
View	Main UI
Brief Description	A region should be able to be viewed and edited in the fantasy world
Trigger	1. The region is selected out of a list
Actors	1. Dungeon Master 2. Co Dungeon Master
Inputs	1. The relevant region information, from included use cases
Outputs	1. A region gets saved successfully to the database 2. A region does not get saved successfully to the database if it does not have a name
Main Flow	1. The main UI switches tab to the selected Region. 2. The user uses included use-cases to change the associated information with the region. 3. If enough information is present: the name of the region, then the region will auto save, otherwise it will prompt for a name based on ctrl + s save button 4. The user closes the region's page as no further information is being changed
Alternate Flows	

ID	38
Use Case Name	Add NPC
Included Cases	
Priority	Needed
View	Main UI
Brief Description	A NPC should be able to be created in the fantasy world
Trigger	<ol style="list-style-type: none"> 1. The add NPC hotkey gets pressed 2. The add NPC button gets pressed (in either a list of NPCs or in another view such as region)
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The relevant NPC information inputted by the dungeon master, from included use cases 2. Any templates that would apply to this NPC
Outputs	See 39 Edit NPC
Main Flow	<ol style="list-style-type: none"> 1. A new NPC gets created based off of any templates that exist <p>Follow 39 Edit NPC</p>
Alternate Flows	

ID	39
Use Case Name	Edit NPC
Included Cases	43 Edit Strings, 44 Edit Multimedia, 46 Edit Relations, 48 Add Interactions, 50 Edit Statblock
Priority	Needed
View	Main UI
Brief Description	An existing NPC should be able to be edited in the fantasy world
Trigger	1. A NPC get selected out of a list
Actors	1. Dungeon Master 2. Co Dungeon Master
Inputs	1. The relevant NPC information, from included use cases
Outputs	1. A NPC gets saved successfully to the database 2. A NPC does not get saved successfully to the database if it does not have a name
Main Flow	1. The main UI switches tab to the NPC being edited 2. The user uses included use-cases to change the associated information with the NPC 3. If enough information is present: (the name of the NPC), then the NPC will auto save whenever information gets edited, otherwise it will prompt for a name based on ctrl + s save button 4. The user closes the NPC's page as no further information is being changed
Alternate Flows	

ID	40
Use Case Name	Add Event
Included Cases	
Priority	Excpeted
View	Main UI
Brief Description	An Event should be able to be added in the fantasy world.
Trigger	1. The add Event button gets selected out of a list. 2. The add Event hotkey gets pressed.
Actors	1. Dungeon Master 2. Co Dungeon Master
Inputs	
Outputs	1. A Event gets saved successfully to the database 2. A Event does not get saved successfully to the database if it does not have a name.
Main Flow	1. An Event gets created and is selected 2. Follow Edit event flow.
Alternate Flows	

ID	41
Use Case Name	Edit Event
Included Cases	43 Edit Strings, 44 Edit Multimedia, 46 Edit Relations, 48 Add Interactions, 50 Edit Statblock
Priority	Expected
View	Main UI
Brief Description	An existing Event should be able to be Edited in the fantasy world.
Trigger	1. An Event gets selected out of a list.
Actors	1. Dungeon Master 2. Co Dungeon Master
Inputs	1. The relevant Event information, from included use cases.
Outputs	1. A Event gets saved successfully to the database 2. A Event does not get saved successfully to the database if it does not have a name.
Main Flow	1. The main UI switches tab to the Event being edited. 2. The user uses included use-cases to change the associated information with the Event. 3. If enough information is present: (the name of the Event), then the Event will auto save whenever information gets edited, otherwise it will prompt for a name based on ctrl + s save button 4. The user closes the Event's page as no further information is being changed.
Alternate Flows	

ID	42
Use Case Name	Main UI Search
Included Cases	None
Priority	Needed
View	Main UI
Brief Description	The DM is able to search for various entries in the world
Trigger	DM clicks on the search button in the main UI window
Actors	1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The DM inserts a string into the search bar 2. The DM selects type they are searching for (NPC, Event, Region, or Gods)
Outputs	<ol style="list-style-type: none"> 1. The Main UI displays all entries that match the inputs
Main Flow	<ol style="list-style-type: none"> 1. The DM thinks of a name they want to search for 2. The DM inserts that name into the search bar 3. The DM selects from a drop down menu the type of entity they are searching for (NPC, Event, Region, or Gods) 4. The DM clicks the search button 5. The Main UI displays entries relating to the type of entity and matching with the name
Alternate Flows	

ID	43
Use Case Name	Edit Strings
Included Cases	None
Priority	Needed
View	Main UI
Brief Description	The user requires the ability to edit strings associated with the entity in the application. These strings should auto-save if allowed
Trigger	<ol style="list-style-type: none"> 1. A string gets clicked on in the Main UI that is not a part of the user controls 2. A string's associated edit hotkey gets pressed in the Main UI 3. The selection changes to the string through tab
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. Textual input, from keyboard
Outputs	<ol style="list-style-type: none"> 1. Nothing should appear to the user other than a string that changed 2. The entity associated with the object should be saved into the database
Main Flow	<ol style="list-style-type: none"> 1. The string is selected 2. The keyboard changes what the string says
Alternate Flows	

ID	44
Use Case Name	Add Multimedia
Included Cases	None
Priority	Needed
View	Main UI / WS 2
Brief Description	Multimedia needs to be able to be associated with entities, and should be able to do be associated with and entity when it is added
Trigger	<ol style="list-style-type: none"> 1. A blank multimedia gets clicked on 2. The add multimedia hotkey for sound / image is pressed 3. A multimedia file gets dragged onto appropriate location
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	See 45 Edit Multimedia
Outputs	See 45 Edit Multimedia
Main Flow	See 45 Edit Multimedia
Alternate Flows	See 45 Edit Multimedia

ID	45
Use Case Name	Edit Multimedia
Included Cases	
Priority	Needed
View	Main UI
Brief Description	The DM needs to be able to edit associated multimedia (sounds / images) that relate do entities persisted in the database
Trigger	<ol style="list-style-type: none"> 1. The multimedia is clicked on 2. The edit multimedia (sound or image) hotkey gets pushed 3. A multimedia file gets dragged onto the location that we wish to place it in the application
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. A multimedia file
Outputs	<ol style="list-style-type: none"> 1. An error screen if something went wrong 2. Persistence to the database & small non intrusive visual Q that shows that it worked
Main Flow	<ol style="list-style-type: none"> 1. The multimedia edit (either the image itself, or the sound button) is clicked on 2. A file selector opens up to select a file that will be the multimedia 2.5. If the multimedia is unsupported then an error msg is displayed 3. If absolute file location is checked then the multimedia location gets saved to the database 3.5. Else the file gets moved into the relative file storage zone, and the database saves this new location with the relative string ' '
Alternate Flows	<ol style="list-style-type: none"> 1. A multimedia object gets dragged onto the tab where a multimedia can be associated 2. The app attempts to add the multimedia to the entity 2.5. If unsuccessful an error msg pops up 3. The app persists the file based on the settings

ID	46
Use Case Name	Add Relation
Included Cases	None
Priority	Needed
View	Main UI / WS 2
Brief Description	The DM needs to be able to associate entities with other entities: e.g. Thor is Sigurd's God
Trigger	<ol style="list-style-type: none"> 1. The add X hotkey is pushed 2. The add X button is pushed
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co-Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The entity that is going to be related to the currently main entity
Outputs	<ol style="list-style-type: none"> 1. The database persists the new relation 2. An error msg is displayed
Main Flow	<ol style="list-style-type: none"> 1. The DM selects a relationship that he wishes to provide another or fill 2. A search appears allowing a relationship to form, or a new object to be added 3. The relationship gets added or fails if not enough information is provided
Alternate Flows	

ID	47
Use Case Name	Edit Relations
Included Cases	None
Priority	Needed
View	Main UI / WS 2
Brief Description	The DM needs to be able to edit the things which objects are related to
Trigger	1. Right clicking will open a menu that will allow you to remove an associated relationship from the selected entities tab. Or hover + key
Actors	1. Dungeon Master 2. Co Dungeon Master
Inputs	1. An existing relation in the application
Outputs	1. A changed relationship in the database
Main Flow	1. The relation and is selected to be removed 2. An are you sure? Notification event is generated 3. The database updates information if sure, else nothing changes
Alternate Flows	1. If the DM clicks on the relation it will open the tab associated with that entity in edit mode

ID	48
Use Case Name	Add Interactions
Included Cases	None
Priority	Needed
View	Main UI
Brief Description	New Interactions should be able to be created for gods, NPCs, regions, and events
Trigger	<ol style="list-style-type: none"> 1. The add interaction hotkey gets pressed 2. A new interaction button gets selected in a search or from a list of interactions
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. A new interaction
Outputs	<ol style="list-style-type: none"> 1. An interaction gets saved to the database
Main Flow	<ol style="list-style-type: none"> 1. The DM wants to add a new interaction 2. The DM selects the option to add a new interaction for a god, region, NPC, and/or event 3. The DM successfully adds the new interaction
Alternate Flows	None

ID	49
Use Case Name	Edit Interactions
Included Cases	none
Priority	Needed
View	Main UI
Brief Description	Existing Interactions should be able to be modified for gods, NPCs, regions, and events
Trigger	<ol style="list-style-type: none"> 1. The edit interaction hotkey gets pressed 2. An edit interaction button gets selected in a search or from a list of interactions
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. An existing interaction
Outputs	<ol style="list-style-type: none"> 1. The changes to the existing interaction get saved to the database
Main Flow	<ol style="list-style-type: none"> 1. The DM wants to edit an existing interaction 2. The DM selects the option to edit an existing interaction for a god, region, NPC, and/or event 3. The DM successfully edits the interaction
Alternate Flows	none

ID	50
Use Case Name	Add Statblock
Included Cases	None
Priority	Needed
View	None
Brief Description	New Statblocks should be able to be created for gods, NPCs, and events
Trigger	<ol style="list-style-type: none"> 1. The add statblock hotkey gets pressed 2. A new statblock button gets selected in a search or from a list of statblocks
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. A new statblock
Outputs	<ol style="list-style-type: none"> 1. A statblock gets saved to the database
Main Flow	<ol style="list-style-type: none"> 1. The DM wants to add a new statblock 2. The DM selects the option to add a new statblock for a god, NPC, and/or event 3. The new statblock is successfully added to the database
Alternate Flows	None

ID	51
Use Case Name	Edit Statblock
Included Cases	None
Priority	Needed
View	None
Brief Description	Existing statblocks should be able to be edited for gods, NPCs, and events
Trigger	<ol style="list-style-type: none"> 1. The edit statblock hotkey gets pressed 2. An edit statblock button gets selected in a search or from a list of statblocks
Actors	<ol style="list-style-type: none"> 1. Dungeon Master 2. Co Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. An existing statblock
Outputs	<ol style="list-style-type: none"> 1. Changes to the statblock get saved to the database
Main Flow	<ol style="list-style-type: none"> 1. The DM wants to edit an existing statblock 2. The DM selects the option to edit a statblock for a god, NPC, and/or event 3. The changes to the statblock are successfully added to the database
Alternate Flows	None

ID	52
Use Case Name	Start UI
Included Cases	None
Priority	Needed
View	Start Application
Brief Description	Dm wants to start UI, which will start application
Trigger	DM type "java -jar <jarfile>.jar" on shell or DM clicks executable file
Actors	1. Dungeon Master
Inputs	1. DM type "java -jar <jarfile>.jar" on shell or clicks executable file
Outputs	1. Application will start in new window
Main Flow	1. DM wants to start application 2. DM type "java -jar <jarfile>.jar" on shell or DM clicks executable file 3. Application will start in new window
Alternate Flows	NONE

ID	53
Use Case Name	Start Server
Included Cases	Pop up advanced web service URL
Priority	Needed
View	Start Application
Brief Description	DM wants to start the local server and by clicking "Start Server" or related hotkey
Trigger	DM clicks the Start Server button, or input the related hotkey
Actors	1. Dungeon Master
Inputs	1. DM clicks Start Server button or input related hotkey
Outputs	1. Local server will be started
Main Flow	1. DM wants to start the local server for application 2. DM clicks Start Server button or input related hotkey 3. Local server will be started
Alternate Flows	None

ID	54
Use Case Name	Popup advanced Web Service URL
Included Cases	None
Priority	Needed
View	Start Application
Brief Description	DM requires the ability to popup the advanced Web Service URL
Trigger	DM clicks "Advanced Web Service URL" button
Actors	1. Dungeon Master
Inputs	1. "Advanced Web Service URL" button is clicked
Outputs	1. Advanced Web Service URL window popup
Main Flow	1. DM wants to popup the advanced Web Service URL 2. DM clicks Advanced Web Service URL button 3. Advanced Web Service URL window pops up
Alternate Flows	None

ID	55
Use Case Name	Start both
Included Cases	Popup advanced web service URL
Priority	Needed
View	Start Application
Brief Description	To start the application, DM wants to start the UI and then start the server for application
Trigger	DM clicks executable file or type "java -jar <jarfile>.jar" on shell and clicks "Start Server" button
Actors	1. Dungeon Master
Inputs	1. DM type " java -jar <jarfile>.jar" on shell or click executable file 2. DM will click on "Start Server" button
Outputs	1. UI will start the Application 2. Local server will be started
Main Flow	1. DM wants to start both UI and the server for the application 2. DM clicks executable file or type "java -jar <jarfile>.jar" and clicks "Start Server" button 3. Application and server will be started
Alternate Flows	None

ID	56
Use Case Name	Choose World File
Included Cases	None
Priority	Needed
View	Start Application
Brief Description	DM requires ability to choose world that he/she wants other players to involve on. There will be different worlds to choose from. DM can select one of them and start the application on the selected world
Trigger	1. DM clicks or selects the Choose World button
Actors	1. Dungeon Master
Inputs	1. DM clicks or selects Choose World File 2. DM Choose which world needed to be used for application
Outputs	1. Selected world would be active
Main Flow	1. DM wants to choose world when application is started 2. DM clicks or selects Choose World File 3. Chosen or uploaded world be saved and application will start in that world
Alternate Flows	None

ID	57
Use Case Name	Stop UI
Included Cases	None
Priority	Needed
View	Stop Application
Brief Description	DM requires the ability to stop the UI, killing the UI process
Trigger	The DM clicks the exit button, or inputs the related hotkey
Actors	1. Dungeon Master
Inputs	1. Exit button is clicked or hotkey input
Outputs	1. The UI is closed and the process ended
Main Flow	1. The DM wishes to close the UI 2. The DM clicks the exit button or inputs the related hotkey 3. The UI closes and its process is killed
Alternate Flows	

ID	58
Use Case Name	Stop Server
Included Cases	None
Priority	Needed
View	Stop Application
Brief Description	DM requires the ability to stop the server, ending the server process
Trigger	The DM clicks the "stop server" button, or inputs the related hotkey
Actors	1. Dungeon Master
Inputs	1. "stop server" button is clicked or hotkey input
Outputs	1. The server is closed and the process ended
Main Flow	<ol style="list-style-type: none"> 1. The DM wishes to close the server 2. The DM clicks the "stop server" button or inputs the related hotkey 3. The server closes and its process is ended
Alternate Flows	

ID	59
Use Case Name	Stop Both
Included Cases	None
Priority	Needed
View	Stop Application
Brief Description	DM may choose to both close the UI and stop the server at the same time, closing both and ending both of their processes
Trigger	The DM clicks the "stop both" button, or inputs the related hotkey
Actors	1. Dungeon Master
Inputs	1. "Stop both" button is clicked or hotkey input
Outputs	1. The UI and server are closed and their processes ended
Main Flow	<ol style="list-style-type: none"> 1. The DM wishes to stop both the UI and server 2. The DM clicks the "stop both" button or inputs the related hotkey 3. The UI and server close and their processes are ended
Alternate Flows	

ID	60
Use Case Name	Connect to Advanced Web Service
Included Cases	None
Priority	Expected
View	
Brief Description	Co-DM needs to be able to connect to the advanced web service for editing
Trigger	Co-DM connects to IP in browser, enters a passphrase, and clicks "Connect" button on page
Actors	1. Co-DM
Inputs	1. Co-DM inputs IP into browser, enters a passphrase in, and clicks "Connect" button
Outputs	1. Co-DM is connected to advanced web service and is able to edit the world
Main Flow	<ol style="list-style-type: none"> 1. Co-DM wants to connect to the advanced web service to edit the world 2. Co-DM navigates to a specific IP the advanced web service is hosted at in a browser 3. Co-DM enters a super secret passphrase 4. Co-DM clicks "Connect" button 5. Co-DM is connected to Advanced Web Service
Alternate Flows	None

ID	61
Use Case Name	Start Advanced Web Service
Included Cases	None
Priority	Needed
View	Start Application
Brief Description	DM needs to be able to start the Advanced Web Service
Trigger	The DM clicks the "Start Advanced Web Service" button, or input the related hotkey
Actors	1. Dungeon Master
Inputs	1. DM clicks the "Start Advanced Web Service", or input related hotkey
Outputs	1. Advanced Web Service window will appear
Main Flow	<ol style="list-style-type: none"> 1. DM wants to start the Advanced Web Service 2. DM clicks or selects the Start Advanced Web Service button 3. Advanced Web Service window appears and is able to be connected to
Alternate Flows	None

ID	62
Use Case Name	List Previously Edited
Included Cases	None
Priority	Expected
View	Main UI
Brief Description	The Dungeon master may wish to view a list of previously edited entities, which he may then click on to open those entities
Trigger	The Dungeon Master clicks on the "List Previously Edited" button in the Main UI
Actors	1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The Dungeon Master clicks on the "List Previously Edited" button 2. The Dungeon Master may choose to click on an item in the list
Outputs	<ol style="list-style-type: none"> 1. A list appears, containing hyperlinks to the previously edited entities, each item in the list showing the entity's image and name 2. If clicked, the clicked entity will open
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to view his previously edited entities 2. The Dungeon Master clicks on the "List Previously Edited" button 3. A list appears in reverse chronological order, containing hyperlinks to the previously edited entities, each item in the list showing the entity's image and name 4. The Dungeon Master may then choose to click on any of the items in the list to open that entity
Alternate Flows	

ID	63
Use Case Name	List Interactions
Included Cases	None
Priority	Expected
View	Main UI
Brief Description	The Dungeon master may wish to view the interactions between entities
Trigger	The Dungeon Master clicks on the "List Interactions" button in the Main UI
Actors	1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The Dungeon Master clicks on the "List Interactions" button 2. The Dungeon Master may choose to click on an item in the list
Outputs	<ol style="list-style-type: none"> 1. A list appears, containing hyperlinks to the interactions, each item in the list showing the interaction's image and actors. 2. If clicked, the clicked interaction will open.
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to view the interactions. 2. The Dungeon Master clicks on the "List Interactions" button. 3. A list appears in descending order based when the interaction occurred, containing hyperlinks to the interactions, each item in the list showing the interaction's image and actors. 4. The Dungeon Master may then choose to click on any of the items in the list to open that interaction.
Alternate Flows	

ID	64
Use Case Name	"I Forgot" Search
Included Cases	None
Priority	Useful
View	Main UI
Brief Description	The Dungeon Master may forget the exact name or key attribute defining something. This search covers that option by searching specific attributes, similar to an "Advanced Search"
Trigger	<ol style="list-style-type: none"> 1. The Dungeon Master clicks on the "I Forgot Search" Button 2. The Dungeon Master hits the "I Forgot Search" hotkey
Actors	<ol style="list-style-type: none"> 1. Dungeon Master
Inputs	<ol style="list-style-type: none"> 1. The Dungeon Master inputs various properties in various fields relating to different types of entities, e.g. "Description: ", relating to text in the description field
Outputs	<ol style="list-style-type: none"> 1. Entities that match the credentials of the "I Forgot Search" appear in the Main UI for the Dungeon Master to view
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to find an entity they forgot the main attribute of (such as their name) 2. The Dungeon Master clicks on the "I Forgot Search" button 3. The Dungeon Master fills out fields relating to other searchable properties on the entity, as well as type of entity (if applicable) 4. The Main UI shows entities that contain the properties anywhere in the inputted fields
Alternate Flows	

ID	65
Use Case Name	Toggle Nonintrusive Error Messages Only
Included Cases	None
Priority	Useful
View	World Settings Menu
Brief Description	The Dungeon Master may want any error messages to be displayed either intrusively or nonintrusively, thus needs the ability to toggle this behavior
Trigger	The Dungeon Master clicks on the "Toggle Nonintrusive Error Messages Only" button
Actors	1. Dungeon Master
Inputs	1. The "Toggle Nonintrusive Error Messages Only" button is clicked
Outputs	1. Error messages will now be displayed either intrusively or nonintrusively
Main Flow	<ol style="list-style-type: none"> 1. The Dungeon Master wants to toggle the behavior of the error message display 2. The Dungeon Master clicks on the "Toggle Nonintrusive Error Messages Only" button 3. Error messages will now be displayed either intrusively or nonintrusively
Alternate Flows	