
PETTY PATOOTIE

Project Description

Submitted to:

Prof. Ma. Rowena C. Solamo
Faculty Member
Department of Computer Science
College of Engineering
University of the Philippines, Diliman

Submitted by:
Yohannah Bautista
Nicle Vynique Bedia
Algina Castillo

In partial fulfillment of Academic Requirements
for the course
CS 191 Software Engineering I
of the
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Unique Reference:

The documents are stored at <https://github.com/greenapplets191/Requirements>

Document Purpose:

To give our clients and users an overview on what this project is all about and how it works.

Target Audience:

Students and instructors.

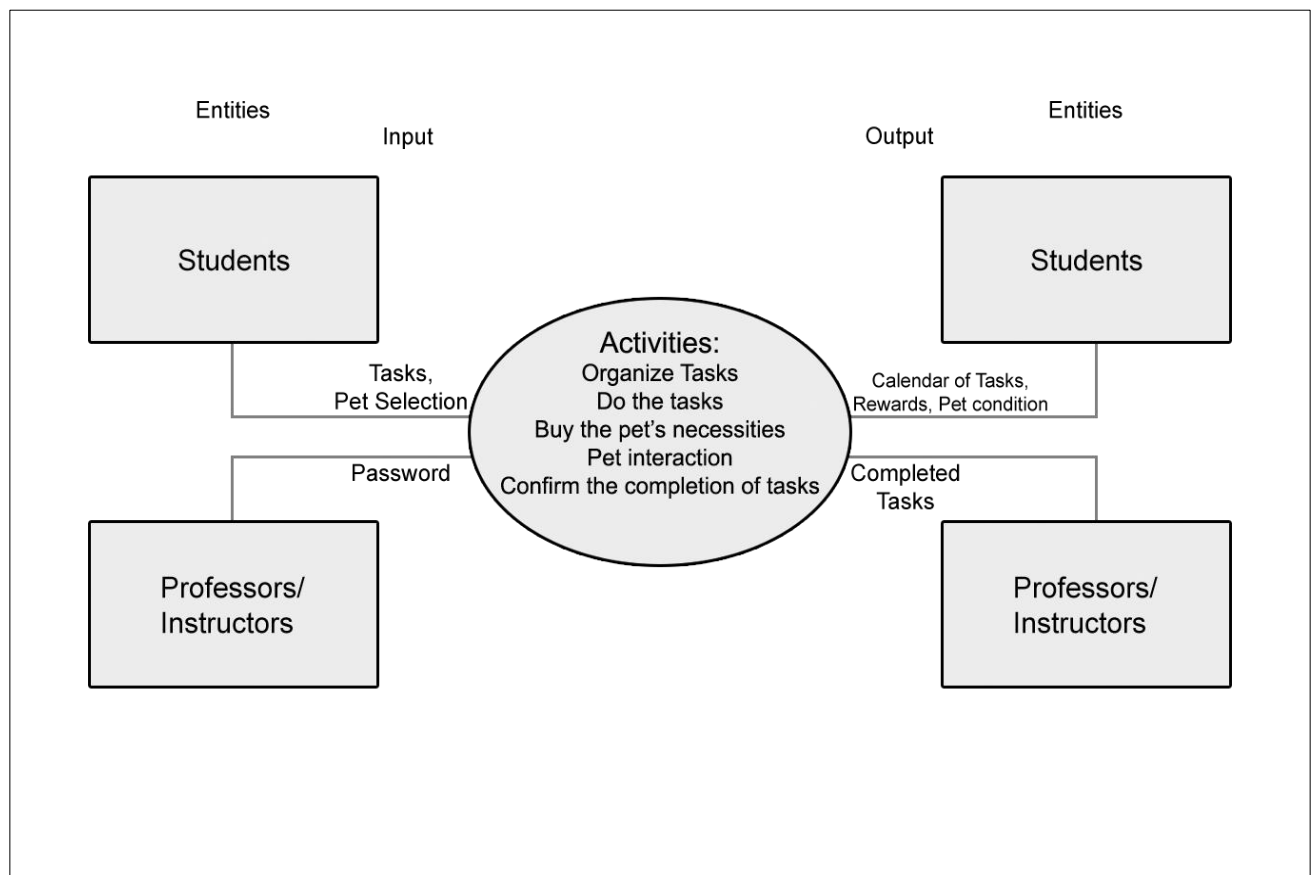
Revision Control:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Modification</i>
08/26/14	Yohannah Bautista Nicle Vynique Bedia Algina Castillo	1.0	Initial Document;

Project Title: Petty Patootie

Description: The goal of this project is to motivate students to finish their school work on time, and discourage procrastination. The main idea of this project is that it is both a planner and a game at the same time, adding fun to finishing tedious assignments and activities. The user is given a pet take care of, he or she must feed it, bathe it, entertain it, and care for it when the pet becomes ill. In order for the user to get the necessities to take care of the pet, such as food and medicine, he or she must buy items in the shop – and in order to get money to purchase these items, the user must finish tasks written on the planner.

Context Diagram:



Entities:

Students: They are the target users of the application. They input the tasks they need to do over a certain period of time.

Instructors: They are responsible for confirming the completion of task(s).

Major Inputs:

Tasks

Person-in-charge of the task

Password for confirmation

Pet Selected

Major Outputs:

Rewards

Pet Conditions

Calendar of tasks

Major Functionalities:

Organize the tasks

Accomplish the tasks

Interact with the pet

Confirm the completion of the tasks