

Planimal Analysis Model

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Revision Control

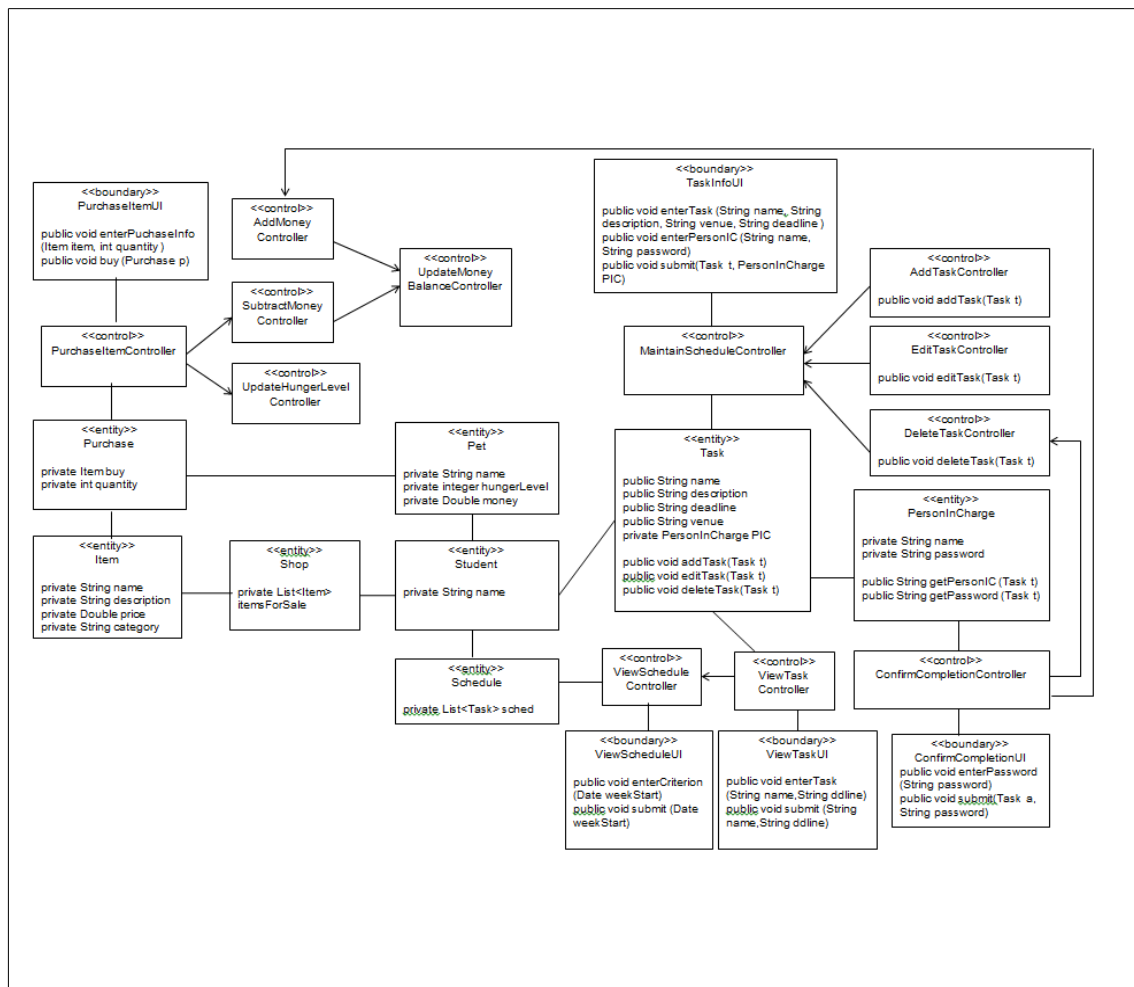
History Revision:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Modification</i>
12/11/14	Algina Castillo	1.0	Initial Document;

System Name: Planimal

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.

Class Diagram:



Boundary Classes:

Class Name	Description
TaskInfoUI	Asks the student to enter the details of the task he or she wants to add. Only the description of the task can be left blank, the rest should be specified.
ViewScheduleUI	When the student selects a date on calendar , the schedule for the week where that date selected falls is displayed.
ViewTaskUI	When a student selects one the tasks shown in the weekly schedule, the selected task's details is displayed.
ConfirmCompletionUI	Asks the person-in-charge to enter the password he or she has used when the particular task was added to verify that the student has completed the task on time.
PurchaseItemUI	Asks the student to select the item he or she wishes to buy by tapping it(in android context) and how the quantity.

Control Classes:

Class Name	Description
AddTaskController	Upon submission, the system checks if the task being added is valid, that is, there is no missing information. If it is seen as invalid, the student have the choice to cancel adding the task or continue by filling in the missing information; otherwise, the task is saved and is added to the schedule. The schedule is then updated.
EditTaskController	Upon submission, the system checks if editing the particular detail of the task that the student want to modify is allowable. If it is not, that is, the student is trying to edit the Person-In-Charge information, the system notifies the user that it is not allowed; the changes are saved and the schedule is updated otherwise.
DeleteTaskController	The system deletes the task specified or the completed task.
MaintainScheduleController	The system updates the schedule by adding, editing or deleting task one at a time.
ViewTaskController	The system retrieves the details of the task specified. In this case where we use android, the task specified is the one you select by tapping.
ViewSchedController	The system retrieves the saved tasks for the week.
UpdateMoneyBalanceController	The system updates the amount of money the student's pet has. The system either add some amount as a reward for completing a task or it may subtract some amount from it in cases where the user buys something for the pet.
UpdateHungerLevelController	The system updates the hunger level of the pet. It is increased after some period of time and is decreased when the student bought food for his or her pet. The decrement in hunger level depends on the amount of food bought by the user.
AddMoneyController	The system adds some amount to the pet's current money balance as a reward for the student for completing a task.
SubtractMoneyController	The system subtracts from the money balance the total amount of the purchased items that the student bought for his or her pet.
ConfirmCompletionController	The system checks if the password entered matches the person-in-charge's password as to confirm that the particular task is completed.
PurchaseItemController	The system checks if the total amount of the student's purchased items is less than or equal to his or her current money. If so, the request to purchase the items is granted; otherwise, it is rejected.

Entity Classes:

Class Name	Description
Task	Has 5 fields namely: name, description, deadline, venue and PersonInCharge PIC which represents the person-in-charge of that particular task. The name, description, and venue are all of type String; Deadline is a Date object.
Schedule	Contains the list of tasks the student has saved. Accomplished tasks are automatically deleted so to be accurate, the list consists unaccomplished tasks.
PersonInCharge	Contains the name and password of the person-in-charge of each task. All attributes are of String type.
Pet	Contains all the information about the student's pet. It has name, hunger level and money as its attributes.
Item	Has 3 fields namely: name, description and price. The first 2 fields are String while the last one is Double.
Shop	Contains the list of all items available in the Pet Shop of Planimal.
Purchase	Has 2 fields namely: The item and how many of that item the student wants to buy.
Student	Contains nothing but the name of the student.