
PLANIMAL

Use Case Diagram

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Revision Control

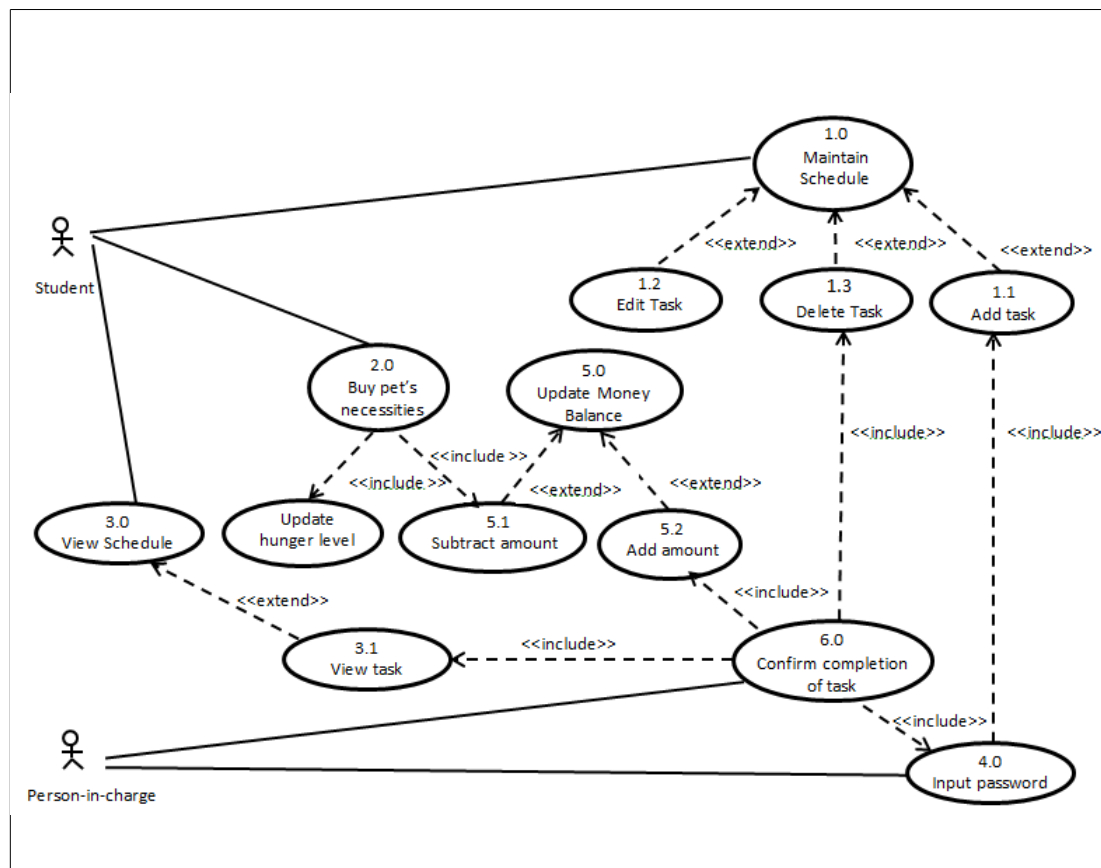
History Revision:

Revision Date	Person Responsible	Version Number	Modification
09/12/14	Yohannah Bautista Algina Castillo	1.0	Initial Document
09/24/14	Algina Castillo	1.1	Added the "View Task" and "Input password" use-cases; Changed the index of "Confirm completion of task" use-case from 4.0 to 6.0;
12/12/14	Algina Castillo	1.2	Added "description" and replaced "date" and "time" with "deadline" in Use-Case 1.1 and student's description in the List of Actors; Added Use-Case 7.0 and updated the use case diagram;

System Name: Planimal System

Description: The Planimal System consist of two entities- the student and the person-in-charge. The student must be able to keep his or her pet alive by giving its needs (such as food), which can only be done by completing tasks in the planner (that will result to gaining rewards or money that will be used for the pet). A task can only be completed if the person-in-charge confirms that the student has successfully completed it.

Use-Case Diagram:



List of Actors:

Actors	Description
Student	<u>The main actor of the system.</u> The student inputs the tasks (which includes the deadline, venue, and the name of the person in charge of the task) that he or she must do within a period of time. This person is in charge of feeding (and caring, in general) the pet, which all depends on whether he or she can afford the items in the pet store.
Person-in-charge	<u>The checker.</u> The person-in-charge inputs a password to a task the student inputs, the password will be used to confirm that the task has been completed. Depending on the nature of the tasks, this person may be the student's guardian, professor, instructor, or acquaintance.

List of Use-cases:

Use-Case	Description
Use-Case 1.0 Maintain Schedule	The students must be able to keep track of the daily schedules in the planner, this means monitoring the tasks that were (or will be) added, deleted, and edited.
Use-Case 1.1 Add Task	The student inputs a task in the planner. A task should have description, deadline, venue, and person-in-charge.
Use-Case 1.2 Edit Task	In the instances where there are changes in a certain task, such as a change in venue or deadline, the student can edit the information in the task. The person-in-charge cannot change.
Use-Case 1.3 Delete Task	In the instances that an event related to a task is canceled, or perhaps the person-in-charge deems the task unnecessary for some reason, then the student can simply delete the task.
Use-Case 2.0 Buy pet's necessities	Caring for the pet means purchasing items needed for the pet's continued survival and happiness. Purchasing items require money, something that the student can only get through completing tasks.
Use-Case 3.0 View Schedule	The student, and only the student, can view his or her complete schedule. The person-in-charge will only see the task that he or she assigned to the student.
Use-Case 3.1 View Task	The student can view any task in his or her schedule. The person-in-charge, on the other hand, will only see the task that he or she assigned to the student.
Use-Case 4.0 Input Password	When the student adds a task, the person-in-charge of that task needs to input a password. This will serve as the verification key later if that particular task is accomplished by the student.
Use-Case 5.0 Update Money Balance	A student gets money from completing tasks, and loses money from spending it for the pet's needs. So the money balance must be updated frequently.

<i>Use-Case</i>	<i>Description</i>
Use-Case 5.1 Subtract amount	If a student purchases items in the pet store, then the money balance will be decremented by the purchased item's price.
Use-Case 5.2 Add Amount	If a student completes a task, then the money balance will increase as a form of reward. The student can gain more money by accepting more difficult tasks.
Use-Case 6.0 Confirm completion of task	The person-in-charge is the only one who can confirm if a task is completed. If the person does not input the password for the task, then that task will remain incomplete, and the student will be unable to reap the rewards in that task.
Use-Case 7.0 Update pet's hunger level	<p>The hunger level of the pet is decreased whenever the user bought food for his or her pet. The decrement depends on the amount of food provided.</p> <p>The system automatically increases the hunger level through time.</p>