PLANIMAL
Use Case Specification

Submitted to:

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In partial fulfillment of academic requirements
for the course
CS 191 Software Engineering I
of the
1st Semester, AY 2014-2015

Revision Control

History Revision:

Revision Date	***Person Responsible***	***Version Number***	***Modification***
10/01/14	Yohannah Bautista Nicle Vynique Bedia Algina Castillo	1.0	Initial Document.

Use-Case Name: Use-Case 1.0 Maintain Schedule

Description: The student 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.*

Preconditions: None

Flow of Events:

Scenario Name	***Description***
Scenario 1 (Basic Flow) Student adds task.	
Scenario 2 Student edits task	[Enumerate here the steps of the basic flow.]
Scenario 3 Student deletes task	

Activity Diagram of the Flow of Events:

Postcondition: [If there are any, write them here. Otherwise, type in NONE.]

Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements:

[If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 1.1 Add task

Description: The student inputs a task in the planner. A task should have the date, time, venue, and person-in-charge.

Preconditions: Schedule not full

Flow of Events:

Scenario Name	***Description***
Scenario 1 (Basic Flow) Student submits complete information to the system.	The system checks if there will be a schedule conflict (i.e. the to-be-added task overlaps with an already existing task) if the task is added. If there is, the student is notified that the task cannot be added; otherwise the student is notified that the task is successfully added to his or her schedule.
Scenario 2 Student did not specify the name of the task	Student is prompted whether to continue adding the particular task or not. If he or she wishes to to continue, the system will ask the student to input the name of the task. Names may not be unique. After giving the information asked, the student is notified that the task is successfully added to his or her schedule.
Scenario 3 Student did not specify the date of the task	Student is prompted whether to continue adding the particular task or not. If he or she wishes to to continue, the system will ask the student to input the date of the task. After giving the information asked, the system checks if adding the task results to conflict, if so, it will prompt the user whether to add the task or not. If he or she chooses to add it, the system will ask for the date information until it suits in the schedule. The student is notified that the task is successfully added to his or her schedule.
Scenario 4 Student did not specify the time of the task	Student is prompted whether to continue adding the particular task or not. If he or she wishes to to continue, the system will ask the student to input the date of the task. After giving the information asked, the system checks if adding the task results to conflict, if so, it will prompt the user whether to add the task or not. If he or she chooses to add it, the system will ask for the time information until it suits in the schedule. The student is notified that the task is successfully added to his or her schedule.
Scenario 5 Student did not specify the venue of the task	Student is prompted whether to continue adding the particular task or not. If he or she wishes to to continue, the system will ask the student to input the venue of the task. After giving the information asked, the student is notified that the task is successfully added to his or her schedule.
Scenario 6 Student has no task's person-in-charge information	Student is prompted whether to continue adding the particular task or not. If he or she wishes to to continue, the system will ask the student to input the name of the person-in-charge of the task. After which, the person-in-charge needs to input a password he or she will use to confirm the completion of the task in the future. If the person-in-charge fails to do so, the task will not be added; otherwise, the student is notified that the task is successfully added to his or her schedule.

Activity Diagram of the Flow of Events:

Place here the activity diagram. Make sure that the diagram is grouped as one and text does not wrap around the diagram.

Postcondition: None

Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements:

[If there are any, write them here. Otherwise, type in NONE.]

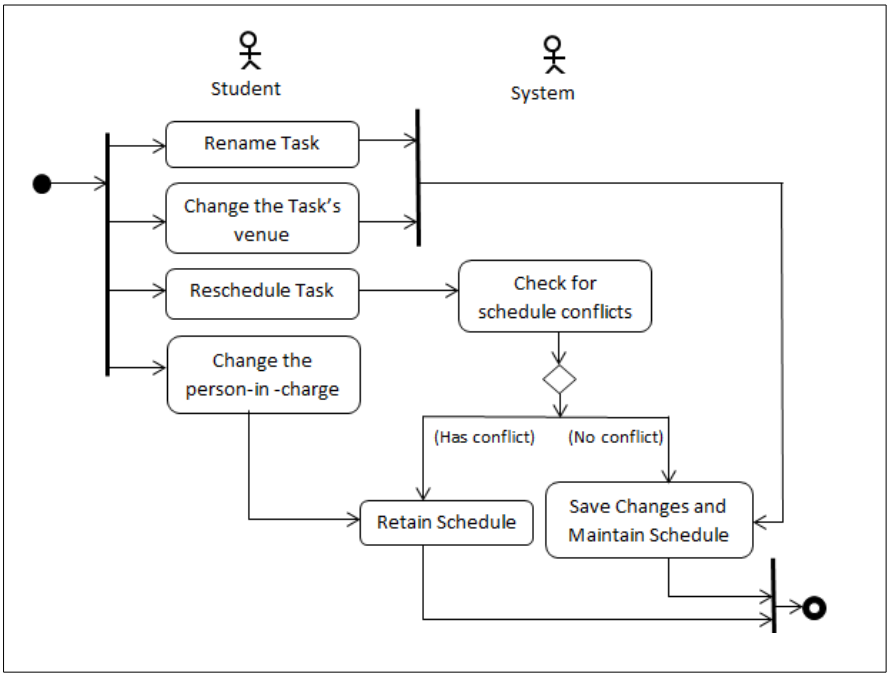
Use-Case Name: Use-Case 1.2 Edit task

Description: 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.

Preconditions: The task exists

Scenario Name	***Description***
Scenario 1 (Basic Flow) The student wants to rename the task	The system displays the task's details in editable fields. The student then edit the name and click 'Save Changes'. The system save these changes and displays the updated task's details.
Scenario 2 The student wants to edit the task's venue or location	The system displays the task's details in editable fields. The student then edit the venue and click 'Save Changes'. The system save these changes and displays the updated task's details.
Scenario 3 The student wants to reschedule the task (i.e, change date and/or time)	The system displays the task's details in editable fields. The student then edit the date and/or time of the task and click 'Save Changes'.Upon clicking the 'Save Changes', the system will check if there will be schedule conflicts if the change(s) is applied. If there is, the system will notify the user that the change can't be done. The student is then advised not reschedule the task if possible, or to delete the it or the task overlapping with the task upon rescheduling. If there is no conflicts, the system save the changes made and displays the updated task's details.
Scenario 4 The student wants to change the person-in-charge	The system notifies the student that the person-in-charge can't be changed. The task details remains unchanged.

Activity Diagram of the Flow of Events:



Postcondition: [If there are any, write them here. Otherwise, type in NONE.]

Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements:[If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 1.3 Delete task
Description: 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.
Preconditions: Task exists

Scenario Name	***Description***
Scenario 1 (Basic Flow) The student deletes a task	The student selects the task that he or she wants to delete. The system removes the task from the student's schedule..
Scenario 2 The person-in-charge confirms completion of task completed a task	Upon submitting the correct password by person-in-charge for verifying the completion of task, the task is marked as completed and is deleted from the schedule.

Activity Diagram of the Flow of Events:

Place here the activity diagram. Make sure that the diagram is grouped as one and text does not wrap around the diagram.

Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

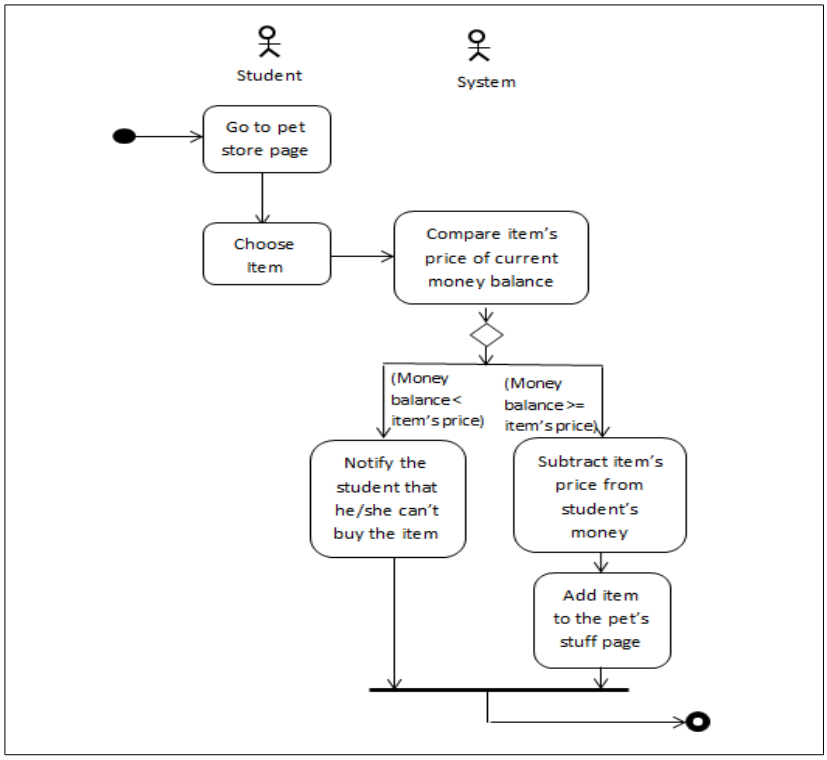
Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 2.0 Buy pet's necessities
Description: 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.
Preconditions: Student already owns a pet and the student has enough money to buy an item in pet store.

Scenario Name	***Description***
Scenario 1 (Basic Flow) Student having sufficient money on hand buys an item for his or her pet.	The student checks the items in the pet shop and choose what his or her pet needs. Upon clicking the item he or she wants, considering its price is less than or equal to his or her current money, the system updates the money balance left and the item is owned by the student's pet. The student can buy as many items as he or she wants at a time as long as his or her money suffices.
Scenario 2 Student wants to buy an item for his or her pet but short of money	Upon clicking the item of price higher than hos or her money balance, the student is told he or she can't buy the item. He or she is then advised to do tasks he or she have to for the day or week in order to buy the item and for the pet's survival.
Scenario 3 Student has considerable amount of money to buy an item for his or her pet but has not yet buy anything	If the pets urgently needs an item, the student is reminded that his or her pet is in need of something and therefore, he or she should buy it since he or she has enough money after all; otherwise, the student can just keep the money for future needs assuming it's an excess.

Activity Diagram of the Flow of Events:



Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 3.0 View Schedule
Description: 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.
Preconditions: None

Scenario Name	***Description***
Scenario 1 (Basic Flow) .	<WALA PO AKONG MAISIP>
Scenario 2	
Scenario 3	
Scenario 4	
Scenario 5	
Scenario 6	

Activity Diagram of the Flow of Events:

Place here the activity diagram. Make sure that the diagram is grouped as one and text does not wrap around the diagram.

Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 3.1 View Task

Description: 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.

Preconditions: Task exists

Scenario Name	***Description***
Scenario 1 (Basic Flow) Student views a task	The student clicks the certain task, given the task name, he or she is interested to. The system will show the task's details as to date, time, venue, person-in-charge
Scenario 2 Person-in-charge views a task	The person-i-charge gets to see the task when he or she inputs the password for adding the task or for confirming its completion. The person-in-charge therefore can only view tasks he or she is in-charge of.

Activity Diagram of the Flow of Events:

Place here the activity diagram. Make sure that the diagram is grouped as one and text does not wrap around the diagram.

Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

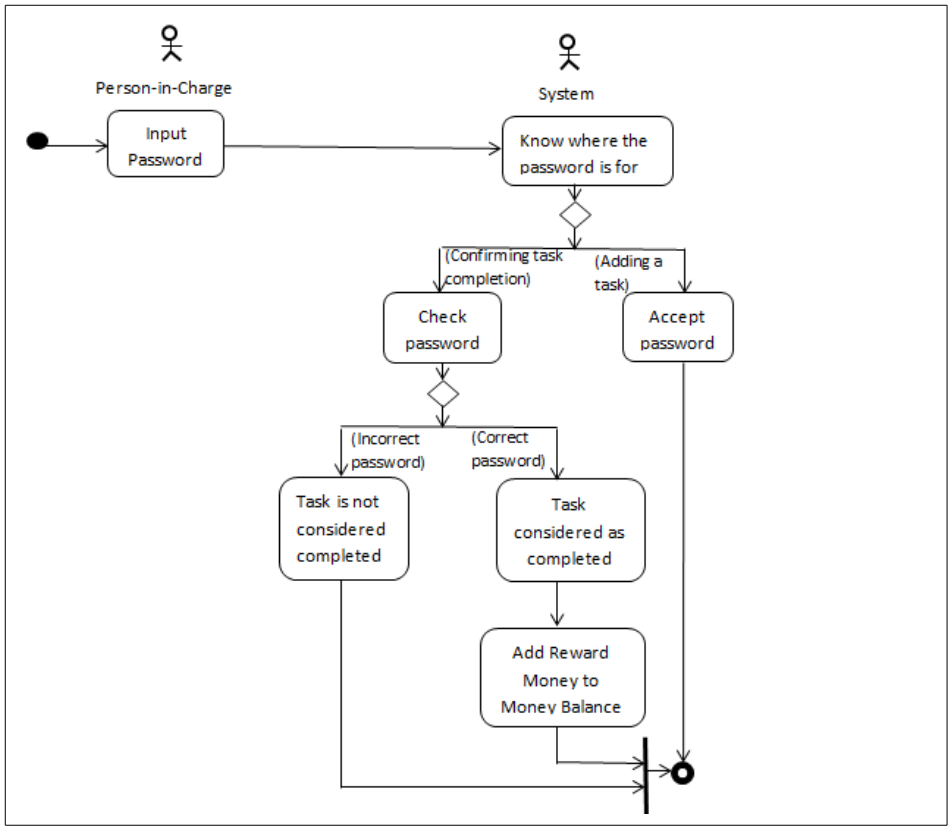
Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 4.0 Input password
Description: 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.
Preconditions: Addition of task or confirmation of its completion

Scenario Name	***Description***
Scenario 1 (Basic Flow) The person-in-charge inputted the right password	If the password was for adding a task, there is neither right nor wrong password, the person in-charge must just remember it. If the password was asked to confirm the completion of a certain task, assuming that the person-in-charge inputted the password right, that is, he or she inputted the password he or she used upon adding that task, the system will delete the task from the schedule and add some amount to the student's money.
Scenario 2 The person-in-charge inputted a wrong password	The system will notify the person-in-charge that the password he or she entered is incorrect. The system will ask for password until the person-in-charge inputs the correct password. The person-in-charge can opt to cancel submitting the password but in effect, the task is considered unfinished. Neither the student is given money as a reward nor task was deleted from the schedule.

Activity Diagram of the Flow of Events:



Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

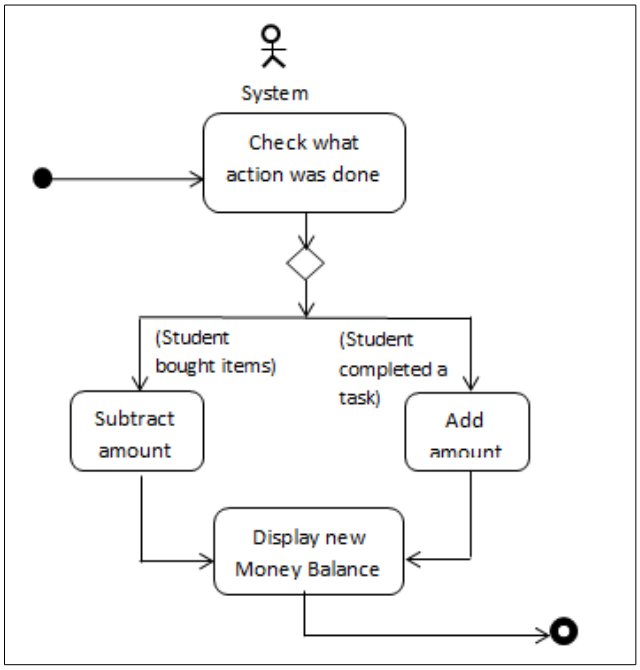
Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 5.0 Update Money Balance
Description: 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.
Preconditions: The user completes a task or buys something for his or her pet

Scenario Name	***Description***
Scenario 1 (Basic Flow) The system adds amount to money balance of the student	The system adds some amount of money, which is the reward money from completing a task, to the current balance. The system then displays the student's new money balance.
Scenario 2 The system subtracts amount from money balance of the student	The system subtracts that some amount of money, which is the item's price the student bought from pet store, to the current balance. The system then displays the student's new money balance.

Activity Diagram of the Flow of Events:



Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

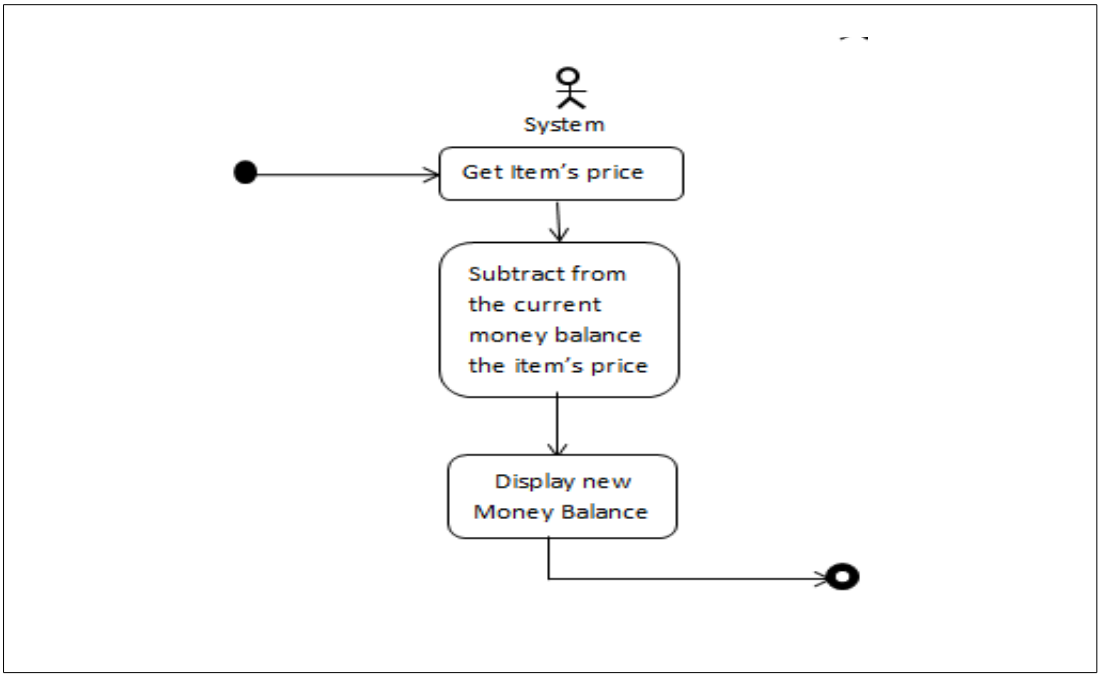
Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 5.1 Subtract amount
Description: If a student purchases items in the pet store, then the money balance will decrease.
Preconditions: None

Scenario Name	***Description***
Scenario 1 (Basic Flow) .	The system subtracts that some amount of money, which is the item's price the student bought from pet store, to the current balance. The system then displays the student's new money balance.
Scenario 2	<WALA NA AKONG MAISIP, unless gusto niyong bawasan din natin yung pera niya kapag di nya nakumpleto yung task, which is double punishment na ata since di na niya mapapakain yung pet niya dahil wala siyang pera>

Activity Diagram of the Flow of Events:



Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

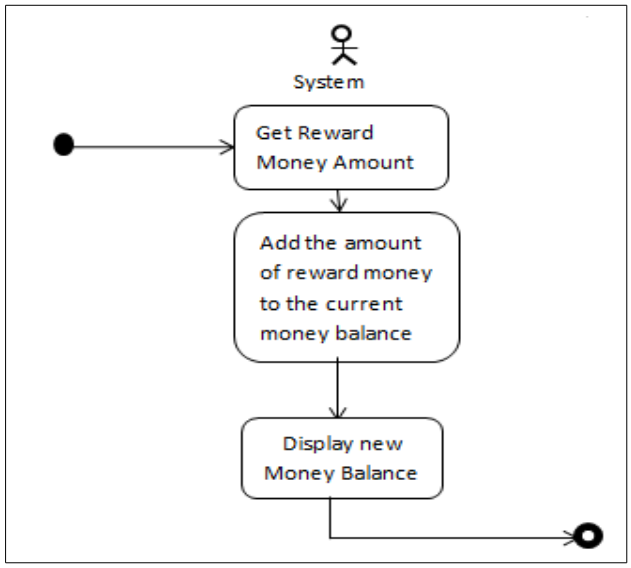
Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]

Use-Case Name: Use-Case 5.2 Add Amount
Description: If a student completes a task, then the money balance will increase. The student can gain more money by accepting more difficult tasks.
Preconditions:

Scenario Name	***Description***
Scenario 1 (Basic Flow) Some amount of money is added to current money balance of student	The system adds that some amount of money, which is the reward money from completing a task, to the current balance. The system then displays the student's new money balance..
Scenario 2	<WALA NA PO AKONG MAISIP NA IBA>

Activity Diagram of the Flow of Events:



Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]

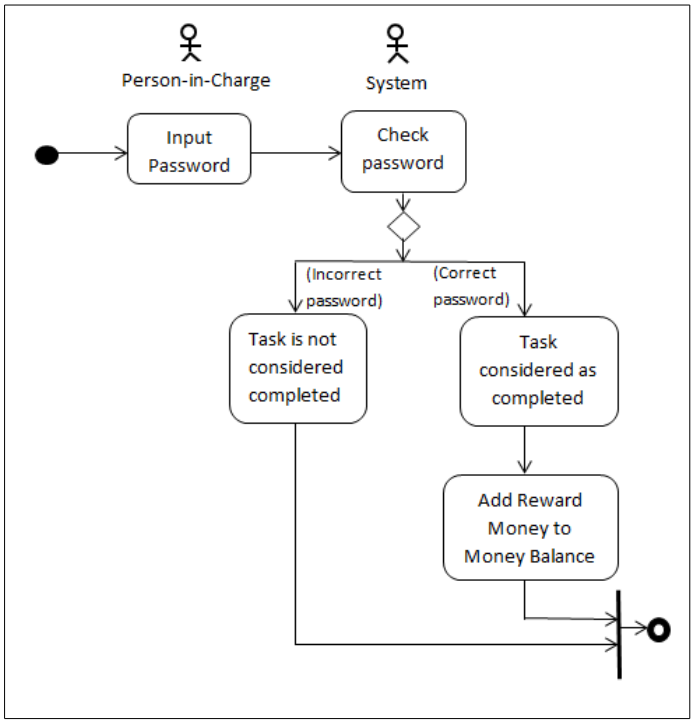
Use-Case Name: Use-Case 6.0 Confirm completion of task

Description: 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.

Preconditions:

Scenario Name	***Description***
Scenario 1 (Basic Flow) The task is confirmed finished	Upon the submission of the correct password by the person-in-charge, the system marks the task as finished and deletes it. The student also receives reward money for the accomplishment and hence, the money balance is updated adding the reward money to the student's money balance.
Scenario 2 The task is not confirmed to be done	This due to incorrect password or not inputting password at all. The system marks the task as incomplete and remove this task from the student's schedule. The student gains nothing from this.

Activity Diagram of the Flow of Events:



Postcondition: *[If there are any, write them here. Otherwise, type in NONE.]*

Relationships: [If there are any, write them here. Otherwise, type in NONE.]

Special Requirements: [If there are any, write them here. Otherwise, type in NONE.]