
PLANIMAL

Project Description

Submitted to:

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for the course
CS 191 Software Engineering I
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Unique Reference:

The documents are stored in the <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.

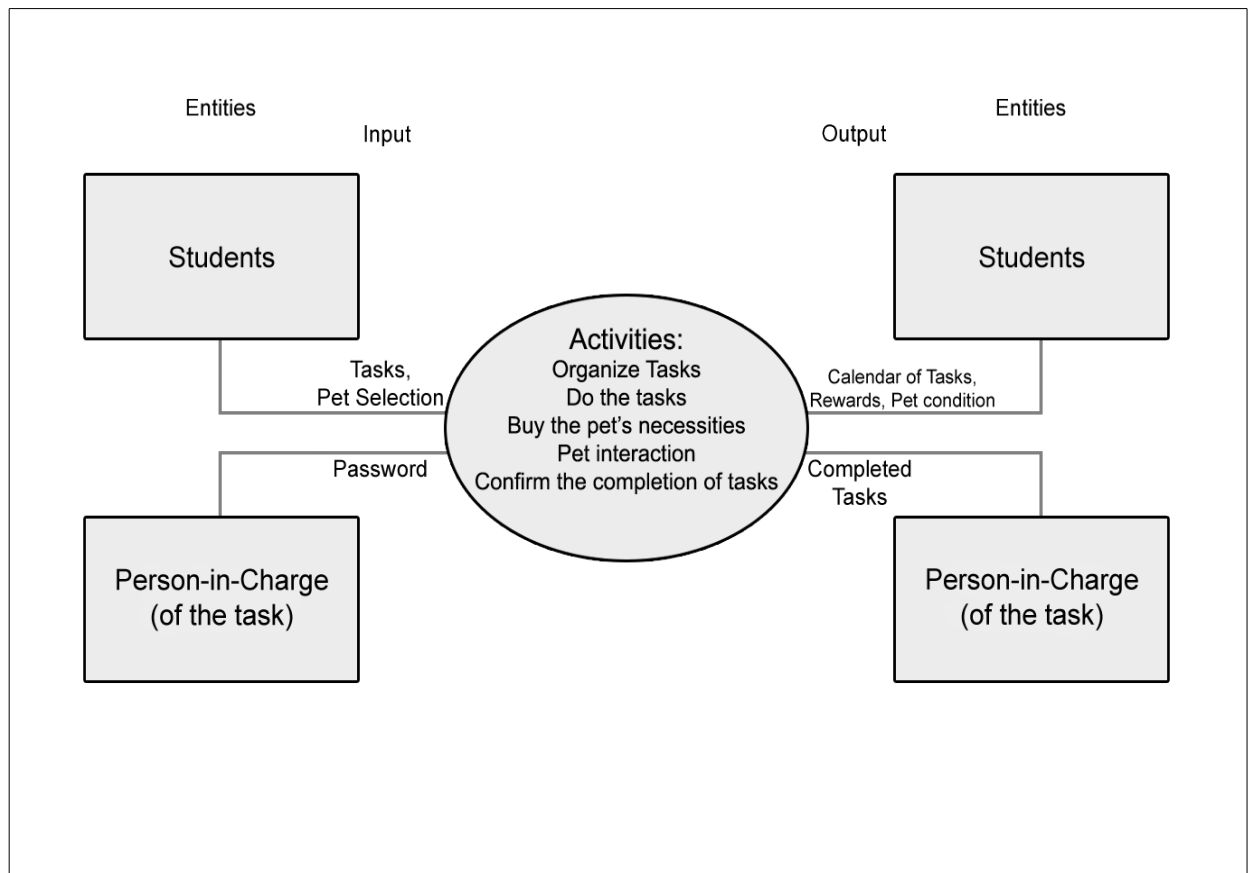
Revision Control:

Revision Date	Person Responsible	Version Number	Modification
08/26/14	Yohannah Bautista Nicle Vynique Bedia Algina Castillo	1.0	Initial Document
09/09/14	Nicle Vynique Bedia	1.1	Changed project name from 'Petty Patootie' to 'Planimal'; Changed 'Professor' entity to 'Person-in-charge'; Added descriptions to Major Inputs, Major Outputs, and Major Functionalities; Added the 'Others' section of the document to address other issues of the project

Project Title: 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.

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.

Person-in-charge: They are responsible for the assignment of passwords and confirming the completion of task(s).

Major Inputs:

Tasks: This also includes the time and date of the deadline of the activity.

Person-in-charge: Any person responsible for the task. That person confirms if the task has been completed by the student.

Password: Assigned by the person-in-charge. It is necessary for the confirmation of task completion

Pet Selected: The user is allowed to have only one pet at a time. A pet can be replaced by buying another pet from the in-game store.

Major Outputs:

Rewards: Given to the user after the person-in-charge confirms that a task has been completed.

Rewards are not given if the user was not able complete the task before the deadline.

Pet Conditions: The pet's hunger level and status.

Calendar: Contains information about the user's tasks (i.e. deadline, person-in-charge, etc.).

Major Functionalities:

Organize the tasks: The application automatically organizes the tasks according to date and time.

Accomplish the tasks: The user should finish the task before asking for confirmation with the person-in-charge.

Interact with the pet: The user has to feed and take care of the pet to prevent it from dying. If by chance the pet dies, the user would have to do a specific number of tasks before he/she can revive his/her pet.

Confirm the completion of the tasks: The person-in-charge inputs the password on the user's device to confirm that the task has been accomplished. The user will be given rewards depending on the task done.

Others:

Device Issues: The save files for the application is only saved on the user's device.

Scenario 1: The user's device got lost/ was stolen

All files for the application are gone unless the device is retrieved.

Scenario 2: The application is uninstalled and save files are deleted

The save files are gone for good. If the user decides to install the app again, then he/she would have to start over.