

UseCase:

1.0 Feed pet

Summary:	This is how the user feeds the pet.
Priority:	High
Extends:	-
Includes:	-
Participators:	Actual user

Normal flow of events:

	Actor	System
1		Pet is hungry. Energylevel decreases.
2	User clicks to feed the pet.	
3		Energylevel increases.

Alternate flow of events:

	Actor	System
2.1	User does not click to feed the pet.	
		Energylevel decreases until the energy equals zero (dies).

2.0 Clean pet

Summary:	This is how the user cleans the pet.
Priority:	High
Extends:	-
Includes:	Remove poo
Participators:	Actual user

Normal flow of events:

	Actor	System
1		Pet is dirty. Cleanlevel is not maximum.
2	User clicks to clean the pet.	
3		Cleanlevel increases with a set value.

Alternate flow of events:

	Actor	System
2.1	User does not click to clean the pet.	
		Cleanlevel decreases until the cleanliness equals zero (becomes ill).

3.0 Remove poo

Summary:	This is how the user removes poop.
Priority:	Medium
Extends:	Clean
Includes:	-
Participators:	Actual user

Normal flow of events:

	Actor	System
1		Pet poops. Cleanlevel decreases faster until the user removes the poo. System disables the ability to clean.
2	User clicks to remove the poo.	
3		Cleanlevel decreases in normal pace. System

		enables the ability to clean.
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Alternate flow of events:

	Actor	System
2.1	User does not click to remove the poo.	
		Cleanlevel decreases until the cleanliness equals minimum, when it reaches minimum the pet becomes ill.

4.0 Cuddle with pet

Summary:	This is how the user cuddles with pet.
Priority:	Medium
Extends:	-
Includes:	-
Participators:	Actual user

Normal flow of events:

	Actor	System
1		Happylevel is not maximum.
2	User clicks to cuddle with the pet.	
3		Happylevel increases.

Alternate flow of events:

	Actor	System
2.1	User does not click to cuddle with pet.	

		Happy level decreases until it reaches minimum, and then it dies.
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5.0 Cure pet

Summary:	This is how the user cures the pet.
Priority:	High
Extends:	-
Includes:	-
Participants:	Actual user

Normal flow of events:

	Actor	System
1		Sickness is true. A counter is turned on (not shown).
2	User clicks to cure the pet.	
3		Sickness is false. The counter is reseted and turned off.

Alternate flow of events:

	Actor	System
2.1	User does not click to cure the pet.	
		Sickness is true. When the counter reaches the end, the pet will die.