

# UseCases

## 1.0 Feed pet

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

Normal flow of events:

|   | <b>Actor</b>                 | <b>System</b>                         |
|---|------------------------------|---------------------------------------|
| 1 |                              | Pet is hungry. Energylevel decreases. |
| 2 | User clicks to feed the pet. |                                       |
| 3 |                              | Energylevel increases.                |

Alternate flow of events:

|     | <b>Actor</b>                         | <b>System</b>                                       |
|-----|--------------------------------------|---|
| 2.1 | User does not click to feed the pet. |   |
|     |                                      | Energylevel decreases until the energy equals zero. |

## 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.<br>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.<br>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. |

Alternate flow of events:

|     | <b>Actor</b>                           | <b>System</b>   |
|-----|--|---|
| 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:

|   | <b>Actor</b>                        | <b>System</b>              |
|---|-------------------------------------|----------------------------|
| 1 |                                     | Happylevel is not maximum. |
| 2 | User clicks to cuddle with the pet. |                            |
| 3 |                                     | Happylevel increases.      |

Alternate flow of events:

|     | <b>Actor</b>                            | <b>System</b>  |
|-----|---|--|
| 2.1 | User does not click to cuddle with pet. |  |
|     |   | Happy level decreases until it reaches minimum and displays a sad picture of CrayCray. |

## 5.0 Cure pet

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

Normal flow of events:

|   | <b>Actor</b>                 | <b>System</b>   |
|---|------------------------------|---|
| 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:

|     | <b>Actor</b>                         | <b>System</b>  |
|-----|--------------------------------------|--|
| 2.1 | User does not click to cure the pet. |  |
|     |                                      | Sickness is true. When the counter reaches zero, the pet will die. |

## 6.0 Pet sleeps

|                |  |
|----------------|--|
| Summary:       | This is how the user lets the pet go to sleep. |
| Priority:      | High   |
| Extends:       | -  |
| Includes:      | -  |
| Participators: | Actual user                                    |

Normal flow of events:

|   | Actor                             | System  |
|---|-----------------------------------|---|
| 1 |                                   | Energylevel is not maximum                            |
| 2 | User clicks to put the pet asleep |   |
| 3 |                                   | Pet falls asleep. Energylevel increases continuously. |

Alternate flow of events:

|     | Actor                                      | System  |
|-----|--|---|
| 2.1 | User does not click to put the pet asleep. |   |
|     |  | Energylevel decreases to minimum and the pet automatically falls asleep as the level reaches 0. |

## 7.0 Play Russian Roulette with CrayCray

|          |  |
|----------|--|
| Summary: | A game where CrayCray has $\frac{1}{6}$ possibility to die, and $\frac{5}{6}$ to get full stats. |
|----------|--|

|                |             |
|----------------|-------------|
| Priority:      | Low         |
| Extends:       | -           |
| Includes:      | -           |
| Participators: | Actual user |

Normal flow of events:

|   | <b>Actor</b>                     | <b>System</b>   |
|---|----------------------------------|---|
| 1 | Pushes button with pistol on it. |   |
| 2 |                                  | Switches to RussianRouletteActivity and starts playing music.                     |
| 3 | Pushes the pistol.               |   |
| 4 |                                  | Switches back to MainActivity and maximizes CrayCray's stats. Music is turned off |

Alternate flow of events:

|     | <b>Actor</b> | <b>System</b>   |
|-----|--------------|---|
| 4.1 |              | Sets all stats to zero and shows a pop-up notifying that CrayCray is dead. Music is turned off. |

## 8.0 Give pet happy-potion

|                |  |
|----------------|--|
| Summary:       | Making the pet happy with happy-potion |
| Priority:      | Low                                    |
| Extends:       | -                                      |
| Includes:      | Playing happy-music                    |
| Participators: | Actual user                            |

Normal flow of events:

|   | <b>Actor</b>                         | <b>System</b>  |
|---|--------------------------------------|--|
| 1 | Pushes button with drinksymbol on it |  |
| 2 |                                      | Displays a new image of CrayCray and plays music. Image will last a short while. |

Alternate flow of events:

|   | <b>Actor</b>                | <b>System</b>       |
|---|-----------------------------|---------------------|
| 1 | Pushes mute- or sleepbutton |                     |
| 2 |                             | Stops playing music |