ID:	UC 001
Title:	First Boot-up of System
Description:	A first clean start-up of a system where no Employees are known.
Primary Actor:	Manager/Employee
Preconditions:	The system does not have any Employees in its database
Postconditions:	An Employee is created for the system to continue normal functions
Main Success Scenario:	1. A user starts the application 2. The System checks the employee database and detects there are no employees 3. Instead of prompting a sign-in, The system prompts for a Manager registration. 4. The Manager creates an Employee with the title of Manager in the Employee database. 5. The register form closes and the login form appears for the Manager to login
Extensions:	2.a If there are employees found, the login form appears instead 3.a If the Manager closes the form without a complete registration, and error message will be displayed and the application will close.
Frequency of Use:	Should be a single occurrence on a successful use. Could be continuous based on user refusal to successfully create an employee for whatever reason
Status:	In Development
Owner:	Dante Hart
Priority:	MEDIUM

ID:	**UC 002**
Title:	Manager creates an Employee
Description:	A manager is creating another employee for the database
Primary Actor:	Manager
Preconditions:	A Manager has signed into the application and is on their main menu screen
Postconditions:	An Employee has been successfully created
Main Success Scenario:	1. A manager clicks on a button that takes them to the create employee form 2. An employee puts in information for an employee into the system and presses a button to commit the changes 3. Upon valid information, an Employee is added into the database 4. The form closes back to the main menu and the Employee Database is updated
Extensions:	2.a If Incorrect information is given, an error message is displayed and an Employee's information is not saved.
Frequency of Use:	Estimation of use is moderate use.
Status:	In Progress
Owner:	Dante Hart
Priority:	MEDIUM

Use Case Template:

Template:

ID:	**UC 003**
Title:	Manager edits a pet in the inventory.
Description:	A manager edits a pet in the Pet Inventory database. A manager can change a pets information outside of the unique ID. Additionally a manager can remove a pet from the inventory or add one as needed.
Primary Actor:	Manager
Preconditions:	A Manager has signed into the application and is on their main menu screen
Postconditions:	A Pet in the Inventory has been edited in some way
Main Success Scenario:	1. A manager clicks the Edit Inventory button on the main menu screen 2. A Form appears that displays the Pet inventory to be edited 3. The manager edits a field for a Pet and clicks a save button 4. The pet is saved and the Edit form is closed 5. The pet database is updated.
Extensions:	3.a) If invalid information is input an error message is displayed
Frequency of Use:	Estimation of use is moderate use.
Status:	In Progress
Owner:	Dante Hart
Priority:	MEDIUM