ID:	UC 020
Title:	A pet is checked into the clinic by a manager
Description:	A new pet is brought to the clinic to be put up for adoption
Primary Actor:	manager
Preconditions:	The manager has registered in the system and is logged into the system
Post-conditions:	A new pet is added to the clinic and is ready to be adopted
	<ol> <li>Manager selects to add a new pet to the system</li> <li>Manager adds new pets name</li> <li>Manager adds new pets known or estimated age</li> <li>Manager adds new pets sex</li> <li>Manager adds new pets type(cat or dog)</li> <li>Manager decides on and adds new pets price</li> <li>Manager adds a picture of the new pets</li> <li>Manager selects to complete process and adds the new pet to the system</li> </ol>
Frequency of Use:	<ol> <li>Will be used every time a new pet is brought into the clinic and is checked in by a manager</li> </ol>
Status:	In Progress
Owner:	Zane Pitzer
Priority:	MEDIUM

Title:	An employee/manager signs in but gives incorrect information
Description:	An employee/manager signs in but gives incorrect information
Primary Actor:	employee/manager
Preconditions:	The employee/manager has registered in the system and the system has the information of the employee/manager in the database.
Post-conditions:	The employee/manager is asked to reenter their information
	<ol> <li>The employee/manager tries sign in to the system with its username and password.</li> <li>The employee/manager puts in either an incorrect username or password</li> <li>The employee/manager receives an error message from the system and is asked to reenter their information</li> </ol>
	Only necessary when incorrect information is entered so incorrect information will vary
Status:	In Progress
Owner:	Zane Pitzer
Priority:	MEDIUM

ID:	UC 016
Title:	When the manager wants to adopt a pet of their own
Description:	Manager likes a pet and wants to adopt them
Primary Actor:	manager
	The pets are listed on the app and the information of the pets are stored in the database. The manager likes the pet and wants to adopt the pet.
	The pet which has been adopted will not be listed in the app anymore, and will be removed from the databases
	<ol> <li>The manager chooses the pet they want to adopt</li> <li>The manager checks the information of the pet         <ol> <li>If they decide to not adopt this pet go back</li> <li>Go to checkout</li> </ol> </li> <li>Pay the adoption fee         <ol> <li>Choose payment method</li> <li>If the transaction did not go through                 <ol> <li>choose another payment method</li> </ol> </li> </ol> </li> <li>The pet is successfully adopted</li> <li>System will give the customer a number to let the user bring the pet home</li> </ol>
Frequency of Use:	1. Will be used frequently
Status:	In Progress
Owner:	Zane Pitzer
Priority:	HIGH



