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| Name | User/Player |
| Description | User wants to play healthy lifestyle game |
| Actors | Other Users, pet |
| Triggers | User wants to have a virtual pet |
| Preconditions | Has an account on the site |
| Postconditions | User has created an account and pet |
| Main Course | 1. User signs into account 2. User takes care of (feeds, walks, etc) pet 3. User checks progress 4. Pet becomes happy 5. Pet is asleep 6. User receives healthy lifestyle tips |
| Alternate Courses | AC 1: User does not have account   1. User creates an account 2. User goes to Main Course step 1   AC: Pet is asleep   1. User must wait until pet is awake/needy 2. Return to Main Course step 1 |
| Exceptions | EX 1: User is already signed in   1. Go to Main Course step 2 |