

Moralife Use Case 2-1 - Primary Navigation

- 1 **Description** - This is the method in which the user will navigate the System. The System is composed of four basic Screens designating discrete sections of functionality. This Use Case will outline the primary navigation between them utilizing the bottom Tab Bar.

Secondary navigation within each section is made possible via the top Navigation Bar. Section functionality and Secondary Navigation will be described in each sections' Use Cases.

- 1 **Actors** - System is the software called Moralife which responds to user feedback. The User is a Moralife user that wishes to enter in a morality choice that he/she is about to make in real life. Conscience is the in-app character which responds to the User's actions.
- 2 **Conditions** - User can navigate to each section providing functionality within the software.
 - 2.1 **Pre-conditions** - User has successfully created an avatar. **See Use Case 1-1 Conscience Creation** for details.
 - 2.2 **Post-conditions** - User successfully navigates to the section where they wish to utilize its functionality.
 - 2.3 **Fail-conditions** - System abends after it creates Temporary Tables for a Screen, but before the screen is displayed to the User.
- 3 **Flow of Events** - This use case is necessary whenever the User wishes to use the System.

Step	Actor	Action
1	System	Runs initialization routine to setup System Look-up tables and temporary User Data tables.
2	System	Checks to see if previous session was interrupted.
3	System	Checks System Booleans designating active Navigation Options.
4	System	Displays Home Screen and Main Menu to User or section where User was before System abended.
5	Conscience	If Conscience is on-screen, Conscience emotes based upon current Disposition.
6	User	Selects which section to enter.
7	System	Determines screen, data and fields to present to User.
8	System	Initializes Subsystem and awaits User interaction.
9	Conscience	If Conscience is on-screen, Conscience emotes based upon current Disposition.

3.1 **Main Flows** - The result of this flow is the successful navigation to a section providing functionality. Screenshots depict common states of Sections, not initial states.

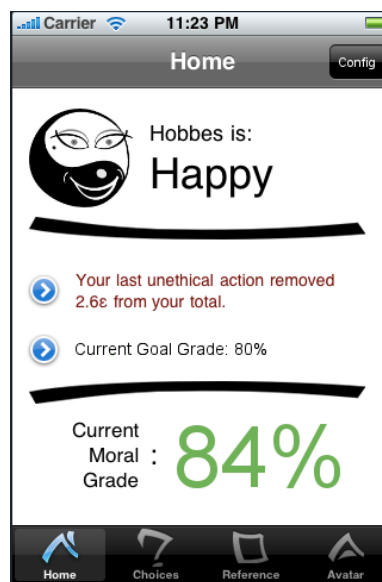
3.1.1 System reads temporary data tables to see if System abended before a previous action could complete.



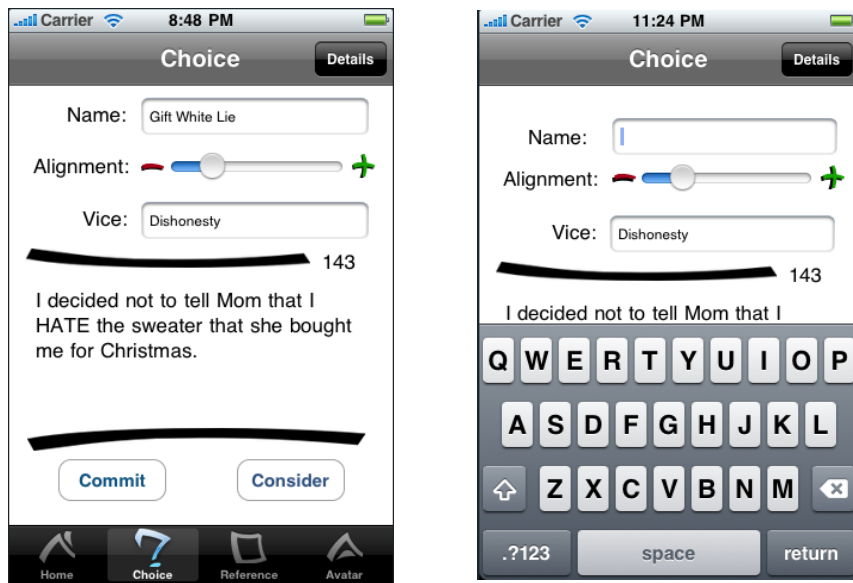
3.1.2 If temporary data exists, System sends User to appropriate screen. System reads ahead in look-up tables for previous actions the User has taken. **See Sub Flows 4.3.**

3.1.3 Else System presents User with Home Screen. User selects one of four options from Main Menu screen.

3.1.3.1 **Home** - Initial screen displaying most important data about User and Conscience.



3.1.3.2 **Choice** - Screen allowing access into main data-entry Section of software.



3.1.3.3 **Reference** - Screen allowing access into Resource and Reporting Material Sections of software.



3.1.3.4 **Conscience** - Screen allowing access into main avatar interaction Sections.



3.1.4 System reads ahead in look-up tables for data necessary for User's requested section.

3.1.4.1 **Home** - System retrieves Conscience visualization, disposition and name. System retrieves last entry, number of currently uncommitted choices, current grade and goal grade. Conscience emotes based upon current Disposition.

3.1.4.2 **Choice** - System builds temporary tables for listing of prior entries (if they exist). User can revisit a prior entry or create a new one. **See Sub Flows 4.2.1.**

3.1.4.3 **Reference** - System builds temporary tables for listing of available reports and resources. System presents table views of available Resources and Reports.

3.1.4.4 **Conscience** - System retrieves all Conscience state, disposition, visualization and placement information. Conscience emotes based upon current Disposition. **See Sub Flows 4.2.3.**

3.1.5 System displays Section to User, enters run loop and awaits User entry.

3.2 **Sub Flows** - Some screens allow more than one entry point and some screens do not have all functionality present at first.

3.2.1 **Choice** - If User wishes to continue a previous Choice or Action, System retrieves Choice Name, Alignment, Description and Description Length Remaining.

3.2.2 **Reference** - A User can view References available from System Data or run a report of User-entered data. Section navigation is handled by the Resource|Report Button at the top of the screen.

3.2.3 **Conscience** - The User has a limited ability to provide additional surroundings for the Conscience.

3.2.3.1 **Outdoors** - The User has a limited ability to personalize the Conscience's surroundings. Once the User completes his/her first Milestone, the Conscience is allowed to leave its room and travel to another location. A Conscience can travel, thus changing the appearance of the Conscience Screen by clicking the Door on the Conscience Screen.

3.2.3.2 **Streetsign** - The User can return to the avatar's home by clicking on the Streetsign.

3.3 **Exception Handling** - There is very little exception handling needed in dealing with the navigation.

3.3.1 Should the application abend after Temporary Tables have been setup, but before the screen is displayed to the user, the System return the User to the desired screen upon System restart without prompting them.

4 **Requirements** - The User navigation is initially restricted. Functionality is introduced once the User completes initial stages.

4.1 **System Variables** - The fields listed here are System variables that have been populated by the User's actions rather than his/her direct entry.

Field	Validation
ConscienceCreated	Boolean, Not Null.
	Boolean that signifies that the User has a current Conscience.
TutorialCompleted	Boolean, Not Null
	Boolean that signifies that the User has completed the tutorial.
ChoiceEntered	Boolean, Not Null.
	Boolean that signifies that the User has entered in at least Choice.
ActionEntered	Boolean, Null.
	Boolean that signifies that the User has committed at least one Choice as an Action.
MilestoneReached	Boolean, Null.
	Boolean that signifies that the User has reached at least one Milestone.

4.2 **Business Rules** - This use case has only high level business rules dictating what navigational choices are available to the User.

Business Rule	1. Conscience Creation
Fields Required	ConscienceCreated
Rule Operation	The Main Menu is not displayed until the User creates an avatar. Once this is done, the Boolean is set, and the User is allowed access to the all sections.
Business Rule	2. Journal Entry
Fields Required	TutorialCompleted
Rule Operation	The User must follow the prompts of the Main Menu Tutorial before the avatar's Journal is made available. Once the User completes the Tutorial, the avatar's Journal containing its high level thoughts is made available from the Conscience Screen.
Business Rule	3. Reference Section
Field Required	ChoiceEntered
Rule Operation	The Bookshelf in the avatar's room is not populated until the User has entered in at least one Choice. Once a Choice has been tabled, the Bookshelf allows access to the avatar's ability to read the texts from the Reference Section.
Business Rule	4. Possessions Section
Field Optional	ActionEntered
Rule Operation	The Wallshelf in the avatar's room signifying the Possessions Section is not displayed until the User has committed at least one Choice to an action. Once an Action has been committed, the Wallshelf allows access to the ability to customize the avatar's possessions and accessories.
Business Rule	5. Outside
Field Optional	MilestoneReached
Rule Operation	The Door in the avatar's room signifying access to the Outside is not displayed until the User has reached at least one Milestone. Once a Milestone has been achieved, the Door allows the avatar to journey to a location attained by the User, thereby changing the avatar's surroundings.