

Moralife Use Case 1-1 - Conscience Creation

- 1 **Description** - This is the initial interaction between the software and the user. This step must be completed before any other use cases can take place.
- 2 **Actors** - System is the software called Moralife which responds to user feedback. The User is a Moralife user that wishes to use the software.
- 3 **Conditions** - User must create an Conscience before utilizing the System.
 - 3.1 **Pre-conditions** - User has logged onto the System for the first time.
 - 3.2 **Post-conditions** - User successfully enters in a profile and creates an Conscience for data entry.
 - 3.3 **Fail-conditions** - User cancels creation. No Conscience is tabulated.
- 4 **Flow of Events** - This use case is the initial use case for interaction between the System and the User.

Step	Actor	Action
1	System	Runs initialization routine to setup avatar look-up tables and temporary User Data tables.
2	System	Poses questions to User in regards to avatar creation. Allows for direct avatar creation.
3	User	Answers questions posed to initialize User's avatar.
4	User	Selects to save the choices as an avatar.
5	System	Generates the User's avatar, tabulates initial values into avatar soul tables.
6	System	Displays avatar to User, prompts for acceptance.
7	User	Accepts avatar.
8	System	Sets up User Data tables to house data entry.
9	System	Sets up look-up tables to enable quick retrieval of User reference materials from static data files shipped with system.
10	System	Records avatar's birthdate.
11	System	Deletes temporary data tables.
12	System	Returns User to Main Menu.

4.1 **Main Flows** – The default action for completion of an Conscience is to allow the User to answer increasingly specific questions about their current belief system.

4.1.1 System checks to see if avatar already exists or temporary tables exist (signifying previous software abend).

4.1.2 If no avatar exists and no temporary data exists, System builds temporary tables and Conscience soul tables. System builds Morality Choice.

4.1.2.1 If either avatar exists or temporary data exists, System prompts User, "Would you like to continue using your previously created Conscience?"

4.1.2.2 User either continues current or temporary avatar or elects to create a new one. **See Exception Handling 4.3.2.**

4.1.3 System prompts User, "Do you believe in right and wrong?"

A screenshot of a web interface. At the top center is a stylized logo consisting of a green 'M' and a brown 'L'. Below the logo is a thick, curved black line. The text 'Welcome to Morality.' is centered below the line. Underneath that is the text 'Please answer the following questions.' followed by the question 'Do you believe in right and wrong?'. Below the question are two buttons: 'Yes' and 'No', both with rounded corners and a light blue gradient. At the bottom of the interface is another thick, curved black line.

4.1.4 User responds to question.

4.1.5 System records User's choice in temporary tables.

4.1.6 If User entered in No to initial belief question, System builds Nihilistic Conscience profile. **Skip to Main Flow 4.1.24.**

4.1.7 Else, System reads ahead in System Data tables for pertinent information based upon User's choice. System builds Worldview Choice.

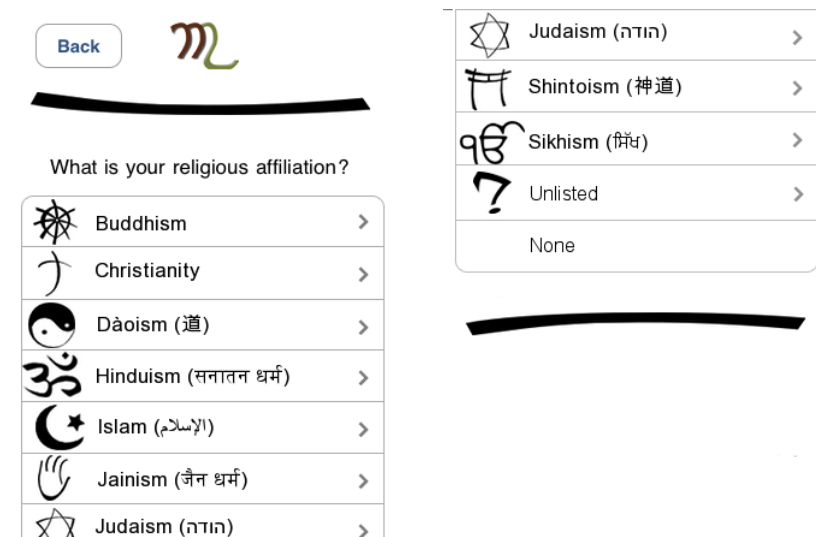
4.1.8 System prompts User, "Are you a more religious or philosophical person?"



Are you a more religious or philosophical person?



- 4.1.9 User responds to question by choosing either Religious or Philosophical. User can return to previous question as well.
- 4.1.10 System records User's choice in temporary tables.
- 4.1.11 System reads ahead in System Data tables for pertinent information based upon User's choice. System builds Belief Choice.
- 4.1.12 System prompts User, "What is your <Worldview> affiliation?" Screen can scroll past bounds of screen with a swipe gesture.



- 4.1.13 User selects table row to further specify. User can return to previous question as well.

- 4.1.14 If User selected "Unlisted," **continue in Custom Belief Use Case**. If User selects None, **skip to Main Flow 4.1.24**.
- 4.1.15 Else, System records User's choice in temporary tables.
- 4.1.16 System reads ahead in System Data tables for pertinent information based upon User's choice. System builds Affiliation Choice.
- 4.1.17 System prompts User, "What is your <Belief> affiliation?"

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What is your Buddhist affiliation?

	Buddhism
	Mahayana (महायान)
	Theravada (स्थविरवाद)
	Vajrayana (वज्रयान)
	Lamaism

- 4.1.18 System displays table-view list listing System-determined affiliation list.
- 4.1.19 User responds to question.
- 4.1.20 System records User's choice in temporary tables.
- 4.1.21 System reads ahead in System Data tables for pertinent information based upon User's choice.
- 4.1.22 System generates visual avatar and listing of User's choices.
- 4.1.23 System prompts, "Do you accept this Conscience?"

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Do you accept this Avatar?

Name: Locke

Belief:
Mahayana (महायान)
Buddhism

Birthday:
02/12/2010

Accept Restart

4.1.23.1 User can change Conscience's name at this point. **See Exception Handling 4.3.3.**

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Do you accept this Avatar?

Name:

Belief:
Mahayana (महायान)
Buddhism

Q W E R T Y U I O P
A S D F G H J K L
↑ Z X C V B N M ↵
. ? 1 2 3 space return

4.1.23.2 User can choose to customize his/her Conscience by tapping on the Conscience itself. **See Sub Flows 4.2.1.**

4.1.24 User responds to question.

4.1.25 If, User does not accept avatar, User can either tap the Back button to return to the previous screen or tap the Restart button to return to the initial creation screen. System returns User to relevant creation screen. **See Main Flows 4.1.3.**

4.1.26 Else, System commits avatar to Conscience soul tables.

4.1.27 System records birthdate for avatar.

4.1.28 System deletes temporary tables.

4.1.29 System creates User Data tables and Look-up tables.

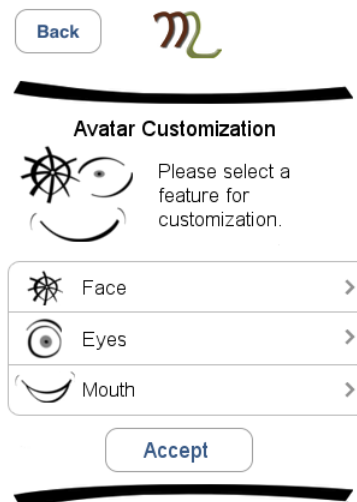
4.1.30 System returns User to Main Menu.

4.2 **Sub Flows** - There is only one Sub Flow for this Use Case.

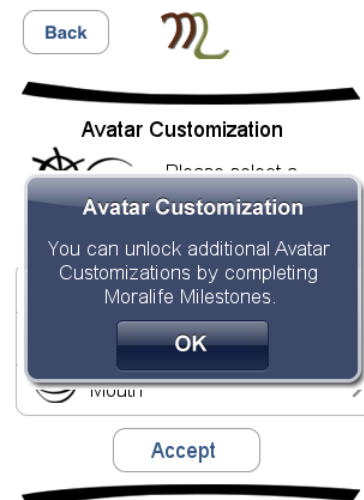
4.2.1 **Conscience Customization** - If the User decides to tap the Conscience in the final acceptance screen, they are allowed to modify the Conscience.

4.2.2 System generates Conscience Customization routines

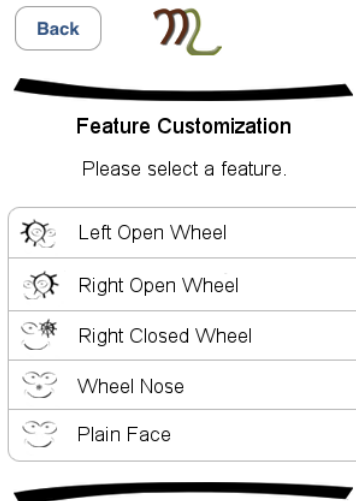
4.2.3 System displays Initialization Conscience Customization screen.



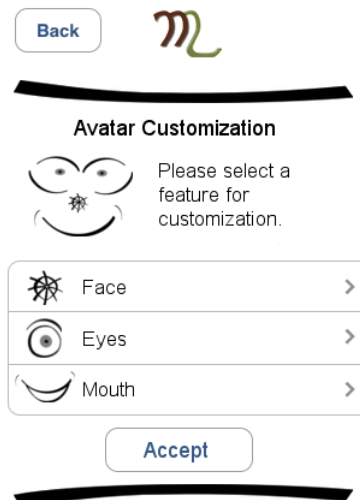
4.2.4 System generates modal Initial Conscience Customization alert screen.



- 4.2.5 User dismisses Morallife Milestone alert modal.
- 4.2.6 User selects a feature to customize.
- 4.2.7 System generates list of possible and unlocked features.
System displays list to User.



- 4.2.8 User selects new feature or taps the Back button to return to previous screen.
- 4.2.9 System commits the change and displays the new Conscience, or simply returns User to previous screen.



- 4.2.10 User can tap Back to discard changes or tap Accept to accept the changes. Both buttons will return User to previous screen.

4.2.11 Once the Conscience has been created, a more fully-featured Conscience Customization screen is available to the User.
Continue in the Conscience Customization Use Case.

4.3 **Exception Handling** - Most fields are required and do not allow for free-form entry outside of system parameters. However, if User wishes to align with a philosophy other than those provided by system, he/she may do so by utilizing **Custom Belief Use Case**. Error messages are combined into one message on attempt at submit.

4.3.1 User can exit the software at any time without actually committing choices either by choice or system failure. System writes temporary tables after every choice, so that System can recover in such an instance. Once User resumes after abend, System prompts User if he/she would like to return to what they were doing.

4.3.2 User can elect to create a new Conscience within the System after this Conscience Creation Use Case completes. This Use Case must account for the re-entry into this process.

4.3.3 User can change the Conscience's System-generated name. This value cannot be Null, however, so if a User inputs a blank name, the System prompts, "Please enter in a name for your Conscience."

5 **Requirements** - This process will setup the software for initial use. As such, there are no requirements for use prior to this use case other than System created resources.

5.1 **Data Fields** - All of the fields are generated from System Data tables that ship with the software. For Custom Belief creation, see **Custom Belief Use Case**.

Field	Validation
Morality	Boolean, Not Null.
	UI is binary choice element allowing Yes or No only.
Worldview	String, Not Null. <=50 Characters
	UI is binary choice element that will display values Generated from System Data tables.
Belief	String, Not Null. <=255 characters
	UI is table-view list that will display values Generated from System Data tables.
Affiliation	String. <=255 Characters
	UI is table-view list that will display values Generated from System Data

	tables.
ConscienceBirthday	DateTimeStamp, Not Null.
	System records avatar's birthday for future reference.
ConscienceName	String, Not Null. <50 Characters
	UI is a text field pre-populated with name from System Figures table
ConscienceCreated	Boolean, Not Null
	Boolean set to TRUE once User completes Use Case.
Conscience	Object, Not Null.
	Conscience Object is complex structure. See Conscience Object Model.

5.2 **Business Rules** - This use case has the most restrictive business requirements as it is the initial data entry method.

Business Rule	1. User must decide if he/she believes in Right and Wrong.
Field Required	Morality
Rule Operation	The User must specify if he/she believes in the concept of Morality. If No is chosen, then a Nihilistic avatar is created and all subsequent choices are deemed subjective (without vice/virtue designation).
Business Rule	2. User must choose a Worldview.
Field Required	Worldview
Rule Operation	Worldview is a required field that determines the subsequent choices in the Use Case. Worldviews are pulled from System Data and presented to the User as a list of choices. In this case, the only two options presented are Religion or Philosophy.
Business Rule	3. User must choose a Belief.
Field Required	Belief
Rule Operation	Belief is a required field that determines the subsequent choices in the Use Case. Beliefs are pulled from System Data and presented to the User as a list of choices. User can choose "None" or "Unlisted." In the case of Unlisted, See Custom Belief Use Case.
Business Rule	4. User may choose an Affiliation.

Field Optional	Affiliation
Rule Operation	Affiliation is an optional field that has no bearing on the rest of the use case. Affiliations are pulled from System Data and presented to the User as a list of choices.
Business Rule	5. User may enter in a Conscience's Name.
Field Optional	ConscienceName
Rule Operation	Conscience Name is a required field. The System initially queries the Figures tables for Figures.Fname and Figure.Lname and presents a randomly selected name from these two columns. User can override with a name of their own.