Moralife Use Case 5-1 – Conscience

1   **Description** – This is the method in which the User will interact with the Conscience. This Use Case will outline the functionality of the Conscience screen.

2   **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 representation of the User.

3   **Conditions** – User navigates to the Conscience's screen in order to interact with it.

   3.1 **Pre-conditions** – User has successfully created a Conscience. **See Use Case 1-1 Conscience Creation** for details.

   3.2 **Post-conditions** – User successfully interacts with one of the primary functionalities of the Conscience's screen.

   3.3 **Fail-conditions** – N/A.

4   **Flow of Events** – This Use Case is necessary whenever the User wishes view his/her Conscience.

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 Conscience Screen to User.
5	Conscience	Emotes given current Disposition.
6	User	Selects which functionality to utilize.
7	System	Determines screen, data and fields to present to User.
8	System	Initializes Subsystem and awaits User interaction.
9	User	Utilizes Subsystem.
10	System	Reads or writes appropriate data.
11	User	Navigates away from Conscience Screen.

   4.1 **Main Flows –** The result of this flow is the successful utilization of the Conscience Screen allowing access into main Conscience interaction Subsystems.

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

      4.1.2   System retrieves all Conscience state, disposition, visualization and placement information.

4.1.3   System displays Section to User and awaits User entry.
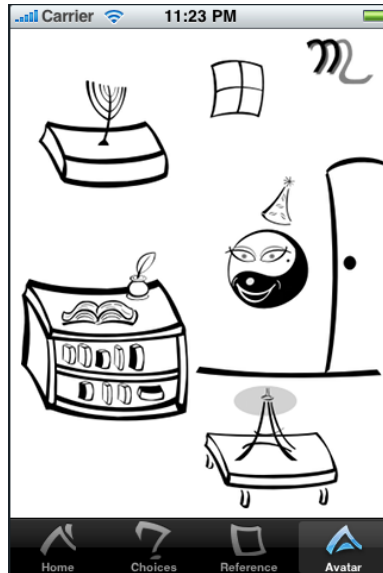
4.1.4   Conscience emotes based upon current Disposition.

4.1.5   User taps on desired Subsection.

4.1.6   **Conscience -** The User has a limited ability to personalize the Conscience. By clicking on the Conscience itself, the User proceeds to the Conscience Customization section. **See Conscience Customization Use Case.**

4.1.7   **Journal** - The Choice Entry Section (designated by a Journal open on the Conscience's desk) is the primary method for answering or reviewing Dilemmas.

4.1.8   **Bookshelf** - The Reference section (designated by the Bookshelf in the Conscience's room) is not available until the User completes at least one Choice entry. Upon successful entry of at least one Choice, the Conscience gains a Bookshelf in the room. At this point, the User is capable of selecting it and proceeding to the Reference Section.

4.1.9   **Wallshelf** - The Possessions section (designated by a wall-mounted shelf in the Conscience's room) is not available until the User commits at least one Choice as an Action. Upon successful commitment of at least one Choice to an Action, the Conscience gains a wall-mounted shelf in the room. At this point, the User is capable of selecting it and proceeding to the Possessions Section.

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

4.2.1   **Outside** – 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.
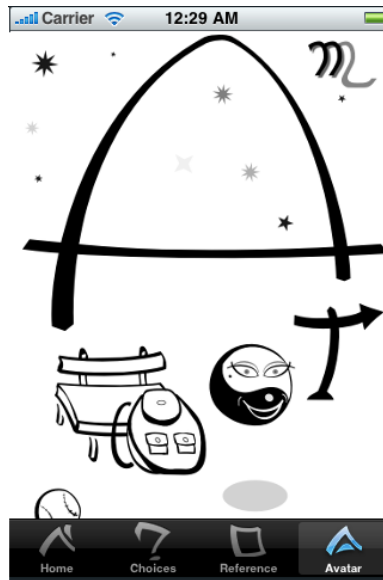
4.2.1.1 **Bookbag –** The User can still interact with the Conscience's Possessions, Journal and Library while on vacation.

4.2.1.2 **Streetsign –** The User can return to the Conscience's home by clicking on the Streetsign.

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

4.3.1   If the User exits the software before committing an Choice or Action, the System will table whatever data the User entered before shutting down if possible. Upon re-entry into a section that contains System-tabled temporary data, the User will be prompted if he/she wishes to continue.

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

5.1 **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.
MilestoneAchieved	Boolean, Null.
	Boolean that signifies that the User has achieved at least one Milestone.

5.2 **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 a Conscience. 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 Conscience's Journal is made available. Once the User completes the Tutorial, the Conscience'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 Conscience'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 Conscience's ability to read the texts from the Reference Section.
Business Rule	4. Possessions Section
Field Optional	ActionEntered
Rule Operation	The Wallshelf in the Conscience'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 Conscience's possessions and accessories.

Business Rule	5. Outside
Field Optional	MilestoneAchieved
Rule Operation	The Door in the Conscience's room signifying access to the Outside is not displayed until the User has achieved at least one Milestone. Once a Milestone has been achieved, the Door allows the Conscience to journey to a location attained by the User, thereby changing the Conscience's surroundings.