

Moralife Use Case 2-2 - Moralife Home

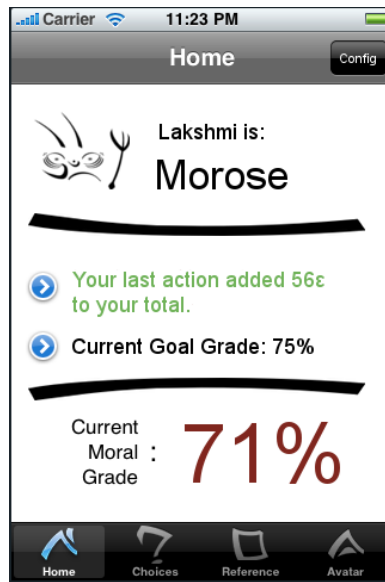
- 1 **Description** - This is the initial landing Screen of the software. The high-level information about the User is presented to him/her for quick summary.
- 2 **Actors** - System is the software called Moralife which responds to user feedback. The User is a Moralife user that wishes to utilize the System to either enter or track moral choices that he/she has entered.
- 3 **Conditions** - User must have created a Conscience prior to the System presenting this screen to him/her.
 - 3.1 **Pre-conditions** - User has successfully created a Conscience. Depending upon what the User has accomplished, succinct, contextual data reports are displayed on this screen.
 - 3.2 **Post-conditions** - User successfully views a high-level summary of the information that they have entered.
 - 3.3 **Fail-conditions** - N/A.
- 4 **Flow of Events** - This use case is necessary whenever the User wishes to use the System, however, it does not provide functionality.

Step	Actor	Action
1	System	Runs initialization routine to setup choice look-up tables and temporary User Data tables.
2	System	Queries User and Conscience tables for appropriate data.
3	System	Displays information.
4	User	Views information.
5	User	Choses to navigate away from Home Screen or chose Details to set configuration.
6	System	Writes utilization records. Begins render of next User selection.

- 4.1 **Main Flows** - The result of this flow is the successful navigation to a section providing functionality.
 - 4.1.1 System reads temporary data tables to see if System abended before a previous action could complete.
 - 4.1.1.1 If temporary data tables exist, System forwards User to last section utilized. **End Use Case.**
 - 4.1.2 Else, System queries Conscience tables and generates the current Conscience's visualization, disposition and accessories.
 - 4.1.3 System queries User tables and generates the User's last action, current Moral Grade Goal and current Moral

Grade.

4.1.4 System displays Section to User.



4.1.4.1 Section contains several informational and functional facets.

4.1.4.2 User's Conscience - The current Conscience is displayed including its visual disposition and any accessories that the User has assigned.

4.1.4.3 Conscience's Name

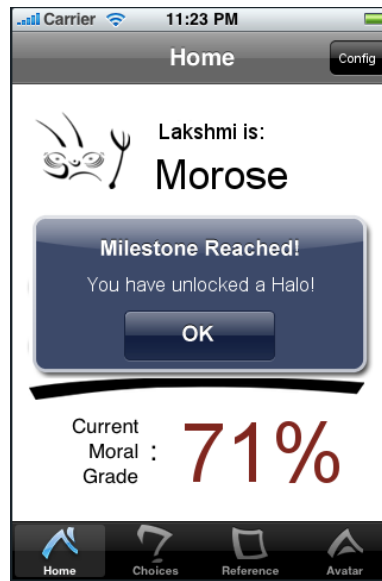
4.1.4.4 Conscience's Disposition

4.1.4.5 Last entered Choice/Action. This item is color coded to reflect the value of the last action. Green is positive (hedons were added to the Moral Weight Total), Red is negative (dolors were subtracted from the Moral Weight Total).

4.1.4.6 Current Goal Grade.

4.1.4.7 Current Moral Grade. This item is color coded to reflect whether or not the User is meeting their current Goal Grade. Green is true (Moral Grade is greater than or equal to the current Goal Grade), Red is false (Moral Grade is less than the current Goal Grade).

4.1.5 If a significant Milestone has been reached, System displays a Modal indicating a change in System status.



4.1.6 User makes selection.

4.1.6.1 User can select the last action they committed by tapping on the "Your last action..." item if available. System forwards the User to the Choice Screen and loads the appropriate Action/Choice.

4.1.6.2 User can select their Current Goal Grade. System forwards User to Config screen to amend their Goal Grade.

4.1.6.3 User can select the Config button to enter in configuration changes. **See Sub Flows 4.1.**

4.2 **Sub Flows** - The System allows for System Configuration from the Home Screen by tapping on the Config Button.

4.2.1 **Config** - The User has a limited ability to configure the overall System with this screen.

4.3 **Exception Handling** - N/A.

5 **Requirements** - The Home Screen only requires that a User has created a Conscience.

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
MoralGrade	Float, Not-Null. 0 <= MoralGrade <= 100
	System-Defined. Expressed as a percentage.
MoralGradeGoal	Float, Not-Null. 0 <= MoralGradeGoal <= 100

	User-Defined. Expressed as a percentage.
ConscienceCreated	Boolean, Not Null.
	Boolean that signifies that the User has a current Conscience.
Conscience	System Object
	Conscience is a complex Object.

5.2 **Business Rules** - This use case has only high level business rules dictating what choices are available to the User and what data is displayed.

Business Rule	1. Moral Grade
Field Required	MoralGrade
Rule Operation	The User's Moral Grade is calculated by the System. In the event that a User has not entered anything to set a Moral Grade, it is set to 100 by default.
Business Rule	2. Moral Grade Goal
Field Required	MoralGradeGoal
Rule Operation	The User's Moral Grade Goal is set by the User. In the event that a User has not set the Moral Grade Goal, it is set to 50 by default.
Business Rule	3. 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 avatar's room (Main Menu)
Business Rule	4. Conscience
Fields Required	Conscience
Rule Operation	The Conscience is a complex object constructed by the User and updated by the System.