Moralife Use Case 6-1 – Conscience Customization

1 **Description** – This interaction allows the User to customize the Conscience. This step can be completed from the initial Conscience Creation Use Case or from anytime afterwords by clicking on the Conscience.

This Use Case differs from the 1-1 Conscience Creation Sub Flow such that, the User most likely has earned an Accessory once they are able to utilize this functionality.

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. The Conscience is the in-application cipher for the User.

3 **Conditions** – User must create a Conscience before utilizing the software. Depending upon how many Achievements the User has completed, various extra body parts and accessories for the Conscience are enabled.

3.1 **Pre-conditions** – User has logged onto the software, created a Conscience and has elected to customize the Conscience.

3.2 **Post-conditions** – User successfully customizes the Conscience.

3.3 **Fail-conditions** – User cancels customization. No Conscience is customized.

4 **Flow of Events** – This Use Case is a configuration workflow.

Step	Actor	Action
1	System	Runs initialization routine to setup Conscience look-up tables and temporary User Data tables.
2	System	Displays Conscience Customization Screen.
3	System	Determines available and unlocked choices, the amount of Ethicals available and displays initial screen.
4	User	Customizes Conscience features, accessories
5	User	Selects to save the choices as a Conscience.
6	System	Generates the User's Conscience, tabulates delta values into Conscience soul tables.
7	System	Displays Conscience to User, prompts for acceptance.
8	User	Accepts Conscience.
9	System	Writes Conscience changes to Conscience Data tables to house Conscience visual state.
12	System	Deletes temporary data tables.
13	System	Returns User to Main Menu.

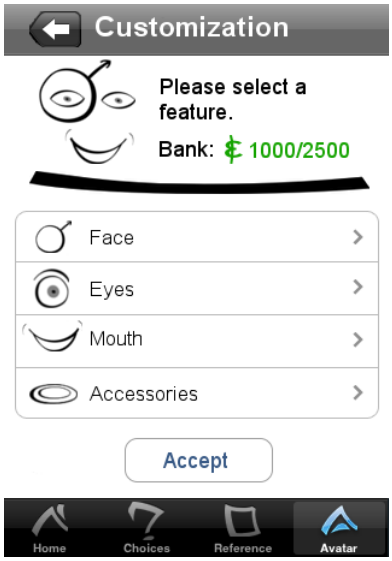
4.1 **Main Flows** – The default action is to allow the User to customize their Conscience once they have unlocked additional features, accessories or surroundings.

4.1.1 System builds temporary tables and Conscience soul tables. System renders current Conscience visualization.

4.1.1.1 System determines available and unlocked features for customization.

4.1.2 System displays Conscience Customization screen.

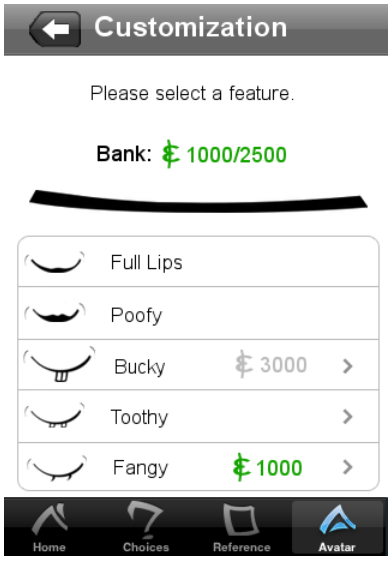
4.1.3 System prompts User, "Please select a feature."



4.1.4 User selects feature type or accessory to customize.

4.1.5 System records User's choice in temporary tables.

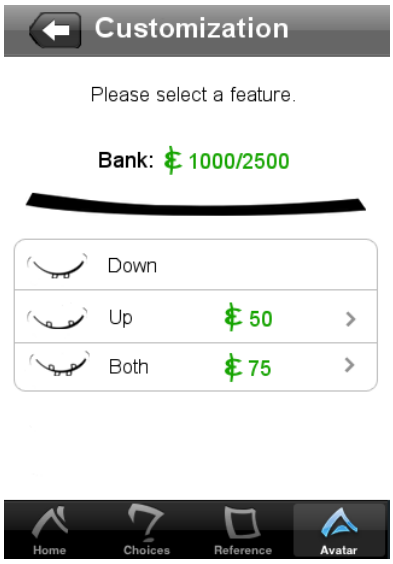
4.1.6 System reads ahead in System Data tables for unlocked features. System builds Feature Choices. System displays Tableview to User to select feature.



4.1.7 User can either select a feature by tapping on a row, further specify a feature by tapping on the arrow in the row or cancel a feature selection by tapping on the Back button.

4.1.7.1 If the Feature has not been unlocked or purchased, yet, then the System must determine whether or not the Feature is capable of being acquired. **See Exception Handling 4.3.**

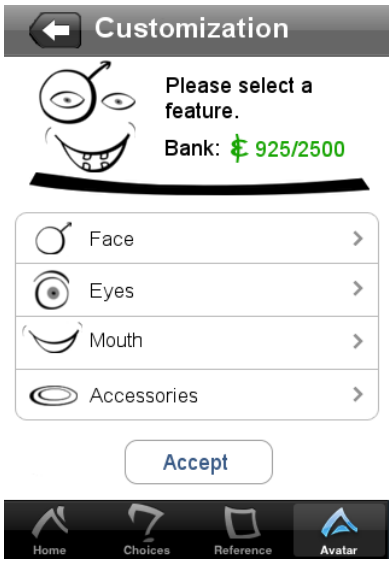
4.1.8 If the User taps on a row that can further specify, System will display the next screen allowing the User to further customize the feature.



4.1.9 User selects final customization options.

4.1.10 System records User's choice in temporary tables.

4.1.11 System regenerates Conscience based upon selection and returns User to main Customization Screen.



4.1.12 User taps Accept to accept the Conscience changes.

4.1.13 If, User does not accept Conscience, User can tap the Back button to return to the Conscience Screen. System returns User to Conscience screen.

4.1.14 Else, System commits Conscience to Conscience soul tables.

4.1.15 System deletes temporary tables.

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

4.1.17 System returns User to Main Menu.

4.2 **Sub Flows** – The User is capable of purchasing Features if they have not already been otherwise acquired.

4.2.1 If the User has enough Ethicals to purchase a feature, they can do so by tapping it. The System will present a modal dialog asking the User to accept.

4.3 **Exception Handling –** The System must determine what Features are available to the User for acquisition.

4.3.1 If a User does not possess sufficient Ethicals to purchase a feature, the feature will be gray and un-selectable.

5 **Requirements** – This Use Case will allow the User to customize the Conscience. The requirements for the System to display the correct selections for the User's to choose is outlined in the Moralife Software Design Document.

5.1 **Data Fields** – All of the fields are generated from System Data tables that ship with the software.

Field	**Validation**
Face	Object.
	Face is a complex object.
Eyes	Object, Not Null. Count <= 2
	Eyes are a complex object.
Mouth	Object, Not Null. Singleton
	Mouth is a complex object.
Accessories	Object. Count <= 3
	Accessories are complex objects. They can be arranged in the top, bottom and side coordinates simultaneously.

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 may pick a face.
Field Optional	Face
Rule Operation	The User can specify a symbolic face for their Conscience. If they choose plain, then no symbol is generated and only eyes and a mouth are visualized.
Business Rule	2. User must pick an eye-type.
Field Required	Eyes
Rule Operation	Eyes are a required field. There is a complex relationship between eye type and face type such that some faces only support one left, right or center justified eye, while others support 2 eyes. Eye location and size is dependent upon face as well.
Business Rule	3. User may pick a mouth-type.
Field Required	Mouth
Rule Operation	Mouth is a required field.
Business Rule	4. User may choose an accessory.
Fields Optional	Accessories
Rule Operation	Accessories are an optional field that have a complex relationship with each other. Accessories may be top, bottom and side justified and combined such that at most one can reside in each justification at a time.