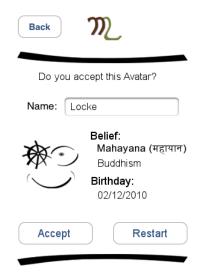# Moralife Use Case 1-2 – Custom Belief Creation

1　**Description** – This is the interaction between the software and the user if the user chooses to setup his/her own belief system. This step is both optional and opt-in.

2　**Actors** – System is the software called Moralife which responds to user feedback. The User is a Moralife user that wishes to setup a custom belief system.

3　**Conditions** – User must have elected to setup a custom belief.

　3.1　**Pre-conditions** – User has opted into the custom belief creation system.

　3.2　**Post-conditions** – User successfully creates a custom belief.

　3.3　**Fail-conditions** – User cancels creation. No custom belief is tabulated.

4　**Flow of Events** – This use case is the initial use case for software interaction.

Step	Actor	Action
1	System	Runs initialization routine to setup Conscience look-up tables and temporary User Data tables.
2	System	Presents form for User to enter in custom belief data.
3	User	Fills out form.
4	User	Selects to save the choices as a custom belief.
5	System	Determines if analog in System Data exists.
6	System	Displays belief to User, prompts for acceptance.
7	User	Accepts belief.
8	System	Sets up User Data and Custom Belief 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	Deletes temporary data tables.
11	System	Returns User to default menu.

　4.1　**Main Flows** – The default action for completion of a custom Belief is to allow the User to enter in data for their belief system if it does not already exist.

　　4.1.1　System checks to see if belief temporary tables already exists (signifying software ab-end).

　　4.1.2　If no temporary data exists, System builds temporary

tables and custom belief tables.

4.1.2.1   If temporary data exists, System prompts User, "Would you like to continue using your previously created custom belief?"

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

4.1.3 User is presented form with following drop-down fields in the following order: Worldview, Belief, Affiliation. **See Exception Handling 4.3.**

4.1.4 System initially builds all fields with all possible values. Each choice prompts System to limit each subsequent field with the knowledge from the previously entered field.

4.1.5 User enters in either Religion or Philosophy for Worldview.

4.1.6 System rebuilds Belief and Affiliation based upon User's choice.

4.1.7 User enters in an Belief. **See Exception Handling 4.3.**

4.1.8 System rebuilds Affiliation based upon User's choice.

4.1.9 User enters in Affiliation. See Exception Handling 4.3.User is presented form with following drop-down fields in the following order: Worldview, Belief, Affiliation. See Exception Handling 4.3.

4.1.10 System initially builds all fields with all possible values. Each choice prompts System to limit each subsequent field with the knowledge from the previously entered field.

4.1.11 User enters in either Religion or Philosophy for Worldview.

4.1.12 System rebuilds Belief and Affiliation based upon User's choice.

4.1.13 User enters in an Belief. **See Exception Handling 4.3.**

4.1.14 System rebuilds Affiliation based upon User's choice.

4.1.15 User enters in Affiliation. **See Exception Handling 4.3.**

4.1.16   System records User's choice in temporary tables.

4.1.17   System builds page 2 form with repeated optional fields: Virtues.

4.1.17.1 User fills out form.

4.1.18   System builds page 3 form with repeated optional fields: Vices.

4.1.18.1 User fills out form.

4.1.19   System records User's choice in temporary tables.

4.1.20   System generates symbol dependent upon User's belief choices.

4.1.21   System generates visual Conscience and listing of User's choices.

4.1.22   System prompts, "Do you accept this Conscience?"

4.1.23   User responds to question.

4.1.24   If, User does not accept Conscience, System returns User to the previous screen listing Conscience and User entries with his/her values repopulated.

4.1.25   Else, System commits Conscience to Conscience soul tables.

4.1.26   System deletes temporary tables.

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

4.1.28   System returns User to Main Menu.

4.2 **Sub Flows** – There are no Sub Flows for this Use Case.

4.3 **Exception Handling** – Many fields are required and allow for free-form entry.

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 abnormal end, System prompts User if he/she would like to return to what they were doing.

4.3.2   If User wishes to create a new custom belief in the presence of an old custom belief, System prompts User, "Are you sure you wish to delete your old belief and data?"

4.3.2.1 User chooses to delete old belief.

4.3.2.2 System drops Conscience, choice/action, and belief data previously tabulated.

4.3.3 User neglects to enter Worldview. User is reminded to enter. Value is necessary. Without it, there can be no custom belief. System forces User to enter something or abandon the custom belief. System prompts, "Please enter a Worldview (e.g. Religion or Philosophy)."

4.3.4 User neglects to enter in Belief. User is reminded to enter. Value is necessary. Without it, there can be no custom belief. System prompts, "Please enter in an belief (e.g. Buddhism, Nihilism, etc.)"

4.3.5 User neglects to enter in Affiliation. System allows for null value here. System prompts, "Are you sure that you do not wish to further specify your beliefs?"

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 Conscience creation, see **Custom Conscience 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.
CustomBelief	String, Not Null. <=255 characters
	UI is text box that will allow User to type a custom belief. Data is entered into custom belief tables.
CustomAffiliation	String. <=255 characters
	UI is text box that will allow User to type a custom affiliation. Data is entered into custom belief tables.
Virtues	String <=128 characters
	UI is a list of text boxes that will allow User to type in custom virtues. Data is entered into custom belief tables.
Vices	String <=128 characters
	UI is a list of text boxes that will

	allow User to type in custom vices. Data is entered into custom belief tables.

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 Virtues and Vices are excepted from input.
Business Rule	2. User must choose a Worldview.
Field Required	Worldview
Rule Operation	Belief 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 enter a custom Belief.
Field Required	CustomBelief
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.
Business Rule	4. User may enter a custom Affiliation.
Field Optional	CustomAffiliation
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. User can choose "None".
Business Rule	5. User may enter a list of Virtues.
Fields Optional	Virtues
Rule Operation	Virtues are an optional field that has no bearing on the rest of the use case. User can choose "None".
Business Rule	6. User may enter a list of Vices.
Fields Optional	Vices
Rule Operation	Vices are an optional field that has no bearing on the rest of the use case. User can choose "None".