

Moralife Use Case 3-1 - Morality Choice Entry

- 1 **Description** - This is the primary method of data entry for the system. The use will enter his/her day-to-day morality choices and actions via this method. The user can use this entry as an action commitment, a choice consideration or expound on an previously committed action with an annotation.
- 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.
- 3 **Conditions** - User can either enter in a new choice, continue a consideration or expound on a previously committed action with an annotation.
 - 3.1 **Pre-conditions** - User has successfully created a Conscience, and wishes to either create a new choice, elect to continue a draft choice (consideration) or wishes to expound on a previously committed action.
 - 3.2 **Post-conditions** - User successfully enters in a choice for tabulation and the choice becomes and action, or saves the choice as a draft to continue as a consideration, or expounds on a previously committed action with an annotation.
 - 3.3 **Fail-conditions** - User cancels choice. No action is tabulated, no choice is left for consideration, no annotation is added.
- 4 **Flow of Events** - This use case is the main day-to-day interaction of the User with the software.

Step	Actor	Action
1	System	Runs initialization routine to setup choice look-up tables and temporary User Data tables.
2	System	If previous choices exist, presents table-view of previously entered choices
3	System	Prompts User for type of data entry (choice, consideration, action).
4	User	Enters in desired choice type.
5	System	Determines data and fields to present to User.
5	User	Enters in required choice fields.
6	User	Selects to save the choice as a consideration, or commits the choice as an action, or expounds an action with an annotation.
7	System	Saves the choice off as a draft, or tabulates the choice as an action, or expounds on a previously committed action.
8	System	Returns the User to the Main Menu

4.1 **Main Flows** - The Main Flow consists of a User adding or editing Choices. The default action for completion of a choice is to commit the choice as an action and add its data to the soul.

4.1.1 System reads ahead in look-up tables for previous Short Description entries for text match as User types/selects.

4.1.2 System reads User Choice tables and displays initial Choice screen of previous choices if available.

4.1.3 User can either tap "+" button to Create a New Choice or select a choice from the table-view.

4.1.4 System presents either blank Choice or requested Choice.



4.1.5 User enters in Short Description for viewing in most reports and screens.



- 4.1.6 System reads ahead in look-up tables for previous Long Description entries for text match as User types/selects.
 - 4.1.7 User enters in Long Description for viewing in extended reports and for categorization and indexing.
 - 4.1.8 User selects whether the choice is a Vice or Virtue by sliding scale (1-10).
 - 4.1.9 System reads ahead in look-up and System tables for Beliefs for text match as User types/selects
 - 4.1.10 User selects belief
 - 4.1.11 System reads ahead in look-up tables for previous Affected Party entries for text match as User types/selects.
 - 4.1.12 User enters in Affected Parties.
 - 4.1.13 System reads ahead in look-up tables for previous Justification entries that match text.
 - 4.1.14 User enters in Justifications for choice.
 - 4.1.15 System reads ahead in look-up tables for previous Consequence entries that match text.
 - 4.1.16 User enters in Consequences of choice.
 - 4.1.17 User saves choice as consideration or commits the choice as an action. **See Exception Handling 4.3.**
 - 4.1.18 System prompts User, "Are you sure you wish to commit this choice/action/annotation?"
 - 4.1.19 System saves choice as action or consideration in Soul or Draft Tables.
- 4.2 **Sub Flows** - The User can elect to save the choice as a

consideration, thereby creating a draft document that allows for further edits at a later time. No data is committed to soul tables for tabling. The User can also elect to return to a previously committed action to edit or add annotations.

4.2.1 **Annotations** - When saved as an action, User is allowed to re-enter an action, add annotations and resubmit the action for tabling.

4.2.1.1 System reads ahead in action tables for previous entries that match action.

4.2.1.2 System builds fields for User to enter or amend.

4.2.1.3 User enters in Affected Parties, Justifications, Consequences and Hindsight.

4.2.1.4 System prompts User, "Are you sure you wish to save this action?"

4.2.1.5 User responds to prompt.

4.2.1.6 System commits action to Soul tables.

4.3 **Exception Handling** - Most fields are not required aside from those necessary for tabling. However, the User is reminded upon first neglect of any column that rarely are one's choices isolated. Error messages are combined into one message on attempt at submit.

4.3.1 User neglects to enter Short Description. User is reminded to enter. Value is necessary, without it, there is no record. System forces User to enter something or abandon the record. System prompts, "Please enter a Short Description." System places focus on Short Description.

4.3.2 User neglects to slide Alignment slider leaving it at the default of 5. System prompts, "Did you intend input a neutral alignment?" System places focus on Alignment slider.

4.3.3 User neglects to enter in Affected Parties, Justifications, Consequences or Hindsight. Upon the first occurrence of this, System prompts, "Are you sure that you do not wish to enter in more information?" System allows for null values here. System retains memory of this notice. System never prompts again in event that User has been prompted previously.

5 **Requirements** - This process will bring together most data that has been created by the User to this point. It will be a summation of both software-supplied information such as philosophical considerations as well as past-data entered in by User.

5.1 **Data Fields** - Most of the fields on this form can be pulled from software references or from the User's prior action history.

Field	Validation
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Short Description	String, Not Null. <=50 characters.
	UI is hybrid text box that will allow User to type a Short Description. Look-ahead data is matched with each keystroke.
Long Description	String, <=255 characters
	UI is hybrid text box that will allow User to type a Short Description. Look-ahead data is matched with each keystroke.
Alignment	ShortInt, Not Null. 0<=Alignment<=10
	UI is sliding bar with gradient with increasing brightness from dark to light from left to right dependent upon belief (Shinto, Islam, Judaism, etc. implies right to left).
Belief	String, <=255 characters
	UI is hybrid text box that will allow for text entry or selection of previous entries or from System tables.
AffectedParties	Short int
	UI is picker that allows the User to enter in 1 - > 10.
Justifications	String, <=255 characters
	UI is hybrid text box that will allow for text entry or selection of previous entries.
Consequences	String, <=255 characters
	UI is hybrid text box that will allow for text entry or selection of previous entries.
Hindsight	String, <=255 characters
	UI is hybrid text box that will allow for text entry or selection of previous entries.

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

Business Rule	1. User must enter in Short Description.
Fields Required	Short Description
Rule Operation	The Short Description is necessary for system integrity. User must enter in some sort of descriptive text in order for tabling to take place, and for User to be able

	to retrieve Consideration/Action later.
Business Rule	2. User may enter in Long Description.
Fields Optional	Long Description
Rule Operation	The Short Description is optional. User may enter in some sort of descriptive text.
Business Rule	3. User must enter in Alignment.
Field Required	Alignment
Rule Operation	Alignment is a required field, but System sets it to a medium value of 5 upon presentation to the User. User should change this value.
Business Rule	3. User may enter in Belief.
Field Optional	Belief
Rule Operation	Belief entries are pulled from previous entries as well as System and User tables.
Business Rule	5. User may enter in Affected Parties.
Field Optional	AffectedParties
Rule Operation	Affected Parties are optional.
Business Rule	6. User may enter in Justifications.
Field Optional	Justifications
Rule Operation	Justifications are optional.
Business Rule	7. User may enter in Consequences.
Field Optional	Consequences
Rule Operation	Consequences are optional.
Business Rule	8. Hindsight may enter in Hindsight after an action has been committed.
Field Optional	Hindsight
Rule Operation	Hindsight is not available as a field until the User has committed a choice as an action. It does not display in the Choice entry workflow at all. It will only display if an action is selected for annotations.