Use Case Document

CANDIJAY FISHERY AND AGRICULTURAL HOUSEHOLD REGISTRATION MANAGEMENT AND DECISION SUPPORT SYSTEM

Signature
Developer
Review Date

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DOCUMENT CHANGE RECORD

Revision No.	Description of Change	Approved By	Date Approved
01	Initial publication	Ria H. Borromeo, Ph.D.	

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1. Introduction

1.1 Purpose

Use Case Document is a document that is purposely made to give a comprehensive definition of the use cases that will be implemented. This document is a helpful guideline for designers and developers since this becomes their basis on what features and functions of the system that should be prioritized or incorporated for every release. Thus, this Use Case Document describes all the use cases for *Candijay Fishery and Agricultural household Registration Management and Decision Support System*, a decision support system for managing the Municipal Agriculture Office process of farmer registration and program beneficiaries selection.

1.2 Document Conventions

Main Headings:

Font: Calibri   Face: Bold   Size: 14

Sub-sections:

Font: Calibri   Face: Bold   Size: 12

Other Text Explanations:

Font: Calibri   Face: Normal Size   Size: 12

1.3 Intended Audience and Reading Suggestions

This document is prepared for casual users, developers and all other project stakeholders.

● Users: The casual users who wish to read this document can obtain a clear view of what has been discussed regarding their desired function of the system.

● Developers: The developers can refer from this document the feature set that will be implemented and prioritize them for every release.

Use cases are arranged by priority. The use cases written first are given the most priority.

1.4 Document Scope

This document will be limited to the set use cases that will become the basis of developing the web application - Candijay Fishery and Agricultural Household Registration Management and

Decision Support System (C-FARMS). This encapsulates the detailed definitions of all the user stories, use cases and notes from the interview with stakeholders of the project.

1.5 References

Software Requirement Specification

Thomas Ngyuyen Hornbeck

Readyset Format by Tigris

2. Use Case Suite

2.1 Use Cases by Functional Area

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3. Use Cases

Default Aspects of All Use Cases	
Direct Actors:	User: end-user in any role
Stakeholder:	Project beneficiaries and other users
Prerequisite:	User is logged in

UC-001: Access Web Portal	
Summary:	User should be able to access the web portal.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User visits https://c-farms.vercel.app

UC-002: Login Using Gmail	
Summary:	User should be able to login using gmail account username and password.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-001. 2. User clicks on Sign in with Google button. 3. User selects Google Account to use. 4. User enters Google account password. 5. System authenticates if the Google account is registered with the system. 6. System displays home page if the Google account is registered with the system.
Alternative Scenario Extensions:	If the Google account is not registered with the system, the system displays 'Access Denied' message.

UC-003: View User List	
Summary:	User should be able to view list of users.
Priority:	Essential
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-002. 2. User selects Users from the sidebar menu. 3. System displays list of users with user type. 4. User views list of users.

UC-004: Create New User	
Summary:	User should be able to create a new user, and enter user details.
Priority:	Expected
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-003. 2. User clicks on Create User button. 3. System displays Create User form. 4. User fills out a form. 5. User submits the form. 6. System validates user input. 7. System displays the success message "User successfully created" and automatically activates the user.

UC-005: Update User	
Summary:	User should be able to update user data.
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-004 2. User clicks on View User button 4. User fills out the form. 5. User confirms action. 6. System displays success message "Account successfully updated".
UC-006: Delete User	

Summary:	User should be able to delete user data.
Priority:	Essential
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-003 2. User clicks on Delete button for specified user. 3. System displays confirmation message. 4. User confirms delete action.
Alternative Scenario Extensions:	If user has already done some create, delete and update process in any module, the user data may not be deleted.

UC-007: View Household List	
Summary:	User should be able to view household list with Reference No, Name and Barangay
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-003. 2. User selects Household panel from the sidebar menu. 3. System displays list of household with Reference No., Name and Barangay.

UC-008: Create New Household	
Summary:	User should be able to add fisher/farmer household.
Priority:	Essential
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-007. 2. User clicks on Create New Household button. 4. System displays Create New Household page. 5. User fills out Create New Household form. 6. User submits form. 7. System validates user input. 8. System displays success message "Household successfully Created".

UC-009: View Household Details	
Summary:	User should be able to view the houshold details of a specific household which includes the primary details, secondary details, annual info, farms, and commodity produce.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-007. 2. User clicks on View button of specified user. 3. System displays the household details navigation in tabs which includes primary details, secondary details, annual info, farms, and commodity produce.

UC-010: Update Household Details	
Summary:	User should be able to select household from the list and update personal details of household.
Priority:	Essential
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-009. 2. User edits specific fields of the household details or secondary details. 3. User clicks on Save button. 4. System validates user input. 5. System displays success message "Successfully updated household".

UC-011: View Household Annual Info	
Summary:	The user should be able to the view household annual info list.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-009. 2. User clicks on Annual Info tab. 3. System displays annual info list of household.

UC-012: Create Household Annual Info	
Summary:	User should be able to add annual info of household.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-009. 2. User clicks on Annual Info tab. 3. System displays annual info list of household.

UC-013: Update Household Annual Info	
Summary:	User should be able to update annual info of household
Priority:	Essential
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-011. 2. User clicks on View button. 3. System displays editable form of annual info. 4. User updates fields of the form. 5. User clicks Save button. 6. System validates user input. 7. System displays success message "Annual info successfully updated".

UC-014: Delete Household Annual Info	
Summary:	User should be able to delete annual info of household
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-011. 2. User clicks on Delete button. 3. System displays confirmation message. 4. User confirms action. 6. System validates user action. 7. System displays success message "Annual info successfully deleted".

UC-015: View Household Farms	
Summary:	User should be able to view the farms list of a specific household.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-009. 2. User clicks on Farms tab. 3. System displays farms list of household.

UC-016: View Household Commodity Produce List	
Summary:	User should be able to view commodity produce list.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-009. 2. User clicks on Commodity Produce tab. 3. System displays commodity produce list of household.

UC-017: Create Household Commodity Produce	
Summary:	Users should be able to create new commodity produce of household for specific farm.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-016. 2. User clicks on Create Commodity Produce button. 3. System displays a form for new commodity produce. 4. User fills out the form. 5. User clicks on save button. 6. System validates user input. 7. System displays success message "Commodity produce successfully saved".

UC-018: Update Household Commodity Produce	
Summary:	User should be able to update commodity produce of household.
Priority:	Essential
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-016. 2. User clicks on View button. 3. System displays editable form of annual info. 4. User updates fields of the form. 5. User clicks Save button. 6. System validates user input. 7. System displays success message "Commodity produce successfully updated".

UC-019: Delete Household Commodity Produce	
Summary:	User should be able to update commodity produce of household.
Priority:	Essential
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-016. 2. User clicks on View button. 3. System displays editable form of annual info. 4. User updates fields of the form. 5. User clicks Save button. 6. System validates user input. 7. System displays success message "Commodity produce successfully updated".

UC-020: View Farm List	
Summary:	User should be able to view registered farms/fishponds.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-002. 2. User selects Farms fro the sidebar menu. 3. System displays farms in map or list view.

UC-021: Create Farm	
Summary:	User should be able to register a farm/fishpond.
Priority:	Essential
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-020. 2. User clicks on Create Farm button. 3. User draws farm on the map. 4. User fills out new farm form. 5. User clicks on Save button. 6. System validates user input. 7. System displays success message "Farm successfully created".

UC-022: Update Farm	
Summary:	User should be able to edit registration data of a farm/fishpond.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-020. 2. User clicks on the farm in map view or from the farms list view. 3. User clicks View button. 4. System displays an editable form of the farm. 5. User edits specific fields of the form. 6. User submits form. 7. System validates user input. 8. System displays success message "Farm successfully updated".

UC-023: Delete Farm	
Summary:	User should be able to delete farm.
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-020. 2. User clicks on Delete button. 3. System displays confirmation message.

	4. User confirms action. 6. System validates user action. 7. System displays success message "Farm successfully deleted".

UC-024: View Farm Commodity Produce List

Summary:	User should be able to view the list of commodity produce for the specified farm.
Priority:	Expected
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-020. 2. User clicks on View button of farm in a specific row. 3. System displays farm details and commodity produce in tab form. 4. User clicks on Commodity Produce tab. 5. System displays the commodity produce of the farm.

UC-025: View Programs List

Summary:	User should be able to view programs.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-003. 2. User selects Programs from the sidebar menu. 3. System displays list of programs.

UC-026: Create Program

Summary:	User should be able to create a program.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-025. 2. User clicks on Create Program button. 3. System displays a new program form. 4. User fills out new program form. 5. User clicks on Save button.

	6. System validates user input. 7. System displays success message "Program successfully created".

UC-027: Update Program	
Summary:	User should be able to edit a program.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-025. 2. User selects the program to edit. 3. System displays a modal form with editable fields. 4. User fills out and submits the form. 5. System validates user input. 6. System displays success message "Program successfully updated".

UC-028: Delete Program	
Summary:	User should be able to delete a program.
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-025. 2. User clicks on the Delete button of specific program from the list. 3. System displays confirmation message. 4. User confirms action. 5. System validates user action. 6. System displays success message "Program successfully deleted".

UC-029: View Program Details	
Summary:	User should be able to view program details.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-025. 2. User selects the program to view. 3. System displays details of the program.

UC-030: View Program Beneficiaries	
Summary:	Users should be able to view the beneficiaries of a program.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-029. 2. User clicks on the beneficiaries tab. 3. System displays the list of beneficiaries of the program.

UC-031: Download Program Beneficiaries	
Summary:	User should be able to download the list of beneficiaries selected of a program.
Priority:	Expected
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-030. 2. User clicks on the download list button. 3. System displays save list dialog. 4. User enters file name and clicks on save file button. 5. System downloads list of beneficiaries in xls format.

UC-032: Select Program Beneficiaries	
Summary:	User should be able to select beneficiaries of a program.
Priority:	Essential
Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-030. 2. User clicks on the Not Selected button to view possible program beneficiaries. 3. User sets criteria for program beneficiaries. 4. System displays eligible beneficiaries. 5. User selects program beneficiaries by clicking on the checkbox beside the beneficiary name. 6. User clicks on the add button to add the beneficiaries selected for the program.

	7. System adds the selected beneficiaries to the program beneficiaries list.

UC-033: View List of Farmers' Association	
Summary:	User should be able to view all farmers' association
Priority:	Expected
Use Frequency:	Sometimes
Main Success Scenario:	1. User accomplishes UC-002. 2. User selects farmer association from the sidebar menu. 3. System displays a list of farmer associations.

UC-034: Add Farmers' Association	
Summary:	User should be able to register farmers' associations.
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-033. 3. User clicks Add new Farmers' Association button. 4. System displays Add New Farmers' Association form. 5. User fills out and submits form. 6. System validates user input. 7. System displays success message "Farmers' Association successfully added"

UC-035: Update Farmers' Association	
Summary:	User should be able to edit farmer associations.
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-033. 2. User clicks Edit button on the specific row of farmers' association to edit. 3. System displays Edit Farmers' Association form. 4. User fills out and submits form. 5. System validates user input. 6. System displays success message "Farmers' Association successfully

	updated".

UC-036: Delete Farmers' Association	
Summary:	User should be able to delete association
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-033. 2. User clicks on the Delete button of a specific farmers' association from the list. 3. System displays confirmation message. 4. User confirms action. 5. System validates user action. 6. System displays success message "Farmers' association successfully deleted".

UC-037: View Commodity	
Summary:	User should be able to view the list of commodities.
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-002. 2. User selects commodity from the sidebar menu. 3. System displays a list of commodities.

UC-038: Add Commodity	
Summary:	User should be able to add commodity.
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-037. 3. User clicks Create Commodity button. 4. System displays dialog for new Commodity form. 5. User fills out and submits form. 6. System validates user input.

	7. System displays success message "Commodity successfully added"

UC-039: Update Commodity	
Summary:	User should be able to update commodity.
Priority:	Expected
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-037. 2. User clicks Edit button on the specific row of the commodity to edit. 3. System displays editable Commodity form. 4. User fills out and submits form. 5. System validates user input. 6. System displays the success message "Commodity successfully updated".

UC-040: Delete Commodity	
Summary:	User should be able to delete commodity.
Priority:	Desired
Use Frequency:	Rarely
Main Success Scenario:	1. User accomplishes UC-037. 2. User clicks on the Delete button of a specific commodity from the list. 3. System displays confirmation message. 4. User confirms action. 5. System validates user action. 6. System displays success message "Commodity successfully deleted".
Alternative Scenario Extensions:	If commodity has been used in any household record, the system displays an error message "Commodity cannot be deleted".

UC-041: View Dashboard	
Summary:	User should be able to view graphs of key performance indicators such as average household annual income in farming, number of farmers registered through the years, Inventory of livestock through the years and Volume of Production for crops and fishery commodities, etc.
Priority:	Essential

Use Frequency:	Always
Main Success Scenario:	1. User accomplishes UC-003. 2. System displays a dashboard with graphs of key performance indicators. 3. User views graphs of key performance indicators and may filter data of various commodities.