# Use Case Table Descriptions – rough copy

FR-1.1.2 – View Animal Information - Clients

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| Use Case Name | ViewAnimals |
| Participating Actors | Initiated by Client  Communicates with Animal Storage |
| Flow of Events | 1. The Client selects the ViewAnimals Option  2. Animal Storage displays animals currently available for adoption. |
| Entry Condition | The Client must be logged into cuACS |
| Exit Condition | - |
| Quality Requirements | • Response time between Client selecting the ViewAnimals option and receiving content should be no more than 10 seconds. |
| Traceability | FR-1.2.2 |

FR-1.2.3 View Detailed Animal Information – Clients

FR1.2.3.4 Select Animal? Possible new FR

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| Use Case Name | ViewDetailsAnimal |
| Participating Actors | Initiated by Client  Communicates with Animal Storage, ViewAnimals |
| Flow of Events | 1. The Client selects the ViewAnimals option  2. Animal Storage displays animals currently available for adoption.  3. The Client selects what Animal they would like to view details on.  4. ViewDetailsAnimal provides details on the selected Animal. |
| Entry Condition | The Client must be logged into cuACS. |
| Exit Condition | - |
| Quality Requirements | • Response time between Client selecting the ViewDetailsAnimal on an Animal and receiving content should be no more than 10 seconds. |
| Traceability | FR-1.2.3 |

FR-1.3.0 Edit Animal Information

For Particpating Actors, do we list all – including the ones that would be listed by a different FR

Actor (ex. ViewAnimals already lists Animal Storage, so do we list it here too?)

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| Use Case Name | EditAnimals |
| Participating Actors | Initiated by Staff  Communicates with Animal Storage, ViewAnimals, VIewDetailsAnimal |
| Flow of Events | 1. The Staff selects the ViewAnimals option.  2. Animal Storage displays all animals.  3. The Staff selects an Animal.  4. ViewDetailsAnimal provides details on the selected Animal.  5. Staff selects the EditAnimals function.  6. EditAnimals is launched, allowing Staff to edit the details of selected Animal. |
| Entry Condition | Staff member is logged into cuACS system. |
| Exit Condition | Animal’s edited details were submitted to Animal Storage. |
| Quality Requirements | • Response time between Staff selecting the EditAnimals on an Animal and receiving content should be no more than 10 seconds. |
| Traceability | FR-1.3.0 |

FR-2.0.0 Client Management

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| Use Case Name | ClientManagement |
| Participating Actors | Initiated by Client or Staff  Communicates with Client Storage |
| Flow of Events | 1. Staff selects ClientManagement option.  2. Client Storage enables the display of customers. (Staff only)  3. Clients will only access their account when ClientManagement is displayed.  4. Staff or Client edits client account information. |
| Entry Condition | Staff must be logged on, Clients must be logged on. |
| Exit Condition | Edited Client information must be submitted to Client Storage. |
| Quality Requirements | • Response time between Client or Staff selecting the ClientManagement option and viewing content should be no more than 10 seconds. |
| Traceability | FR-2.0.0 |

Maybe split between client/staff?

FR-2.1.0 Add Clients

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| Use Case Name | AddClients |
| Participating Actors | Initiated by Staff  Communicates with Client Storage |
| Flow of Events | 1. Staff selects ClientManagement option  2. Staff selects the AddClients option, where a profile is created.  3. A ClientID is assigned to the profile. This cannot be changed.  4. Staff enters basic contact info.  5. Staff submits, and Client profile is submitted to Client Storage. |
| Entry Condition | Staff must be logged on to cuACS. |
| Exit Condition | Staff must submit new profile to Client Storage. |
| Quality Requirements | All basic contact information must be entered. This includes phone number, email and name. |
| Traceability | FR-2.1.0 |

FR-2.1.1 Client Information

Similar to ClientMangement, what exactly is the flow (aka how it differs from View Detailed Client info)

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| Use Case Name | ClientInfo |
| Participating Actors | Initiated by Client or Staff  Communicates with ClientManagement, ClientStorage |
| Flow of Events | 1. Client or Staff selects ClientManagement option  2. If Staff, ClientManagement displays all clients. Staff selects a client.  3. If Client, ClientManagement displays their account. |
| Entry Condition | Client must be logged on.  Staff must be logged on. |
| Exit Condition |  |
| Quality Requirements |  |
| Traceability | FR-2.1.1 |

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| Use Case Identifier | UC-XX |
| Use Case Name | **EditProfileInformation** |
| Participating Actors | Initiated by Client |
| Flow of Events | 1. Client selects Edit Profile Information option.  2. Client inputs updated profile information.  3. Client clicks Save Profile Information.  4. The system saves the profile information in a file. |
| Entry Condition | Client must be logged in to their account. |
| Exit Condition | Client must submit new profile. |
| Quality Requirements | All basic contact information must be entered. This includes phone number, email and name. |
| Traceability | FR-2.4.1, FR-4.0.0 |

FR-2.4.1

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| Use Case Identifier | UC-XX |
| Use Case Name | **LaunchMatchingAlgorithm** |
| Participating Actors | Initiated by Staff Member |
| Flow of Events | 1. The staff member selects the option to run the algorithm.  2. The system will run the algorithm, reading the profile files of all animals and all clients.  3. The system stores the matching information in memory. |
| Entry Condition | Staff must be logged in to cuACS. |
| Exit Condition | - |
| Quality Requirements | While the algorithm is being run, a progress bar should appear showing the progress of matching. |
| Traceability | FR-3.0.0, FR-3.1.0, FR-3.4.0 |

FR-3.0.0

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| Use Case Identifier | UC-XX |
| Use Case Name | **ViewAlgorithmOutput** |
| Participating Actors | Initiated by Staff Member |
| Flow of Events | 1. Staff selects View Algorithm Output option.  2. The system displays the information to the staff member |
| Entry Condition | An instance of the algorithm must have been run for output information to exist. |
| Exit Condition | - |
| Quality Requirements | A brief list showing identification for which animal was matched with each client, as well as a compatibility rating, should be displayed. |
| Traceability | FR-3.0.0, FR-3.2.0 |

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| Use Case Identifier | UC-XX |
| Use Case Name | **ViewDetailedMatchingInformation** |
| Participating Actors | Initiated by Staff Member |
| Flow of Events | 1. From the output list view, the staff member selects the View Detailed Information option for a particular match in the output list.  2. The system displays to the staff member detailed information about the match made. |
| Entry Condition | An instance of the algorithm must have been run for output information to exist. |
| Exit Condition | - |
| Quality Requirements | All basic contact information must be entered. This includes phone number, email and name. |
| Traceability | FR-3.0.0, FR-3.3.0 |