Fur-ever Paws-itive
Use Case Specification

Submitted to:

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Unique Reference:

The documents are stored in https://github.com/claretan44/CS191Project/tree/master/02-Requirements-Engineering

Document Purpose:

This document gives a description of the flow of events for use case 3.0: Watch Ads to Gain Coins

Target Audience:

This is for our client, our instructor, and anyone who may be interested in the development of the game Fur-ever Paws-itive.

Revision Control

History Revision:

Revision Date	Person Responsible	Version Number	Modification
09/18/15	Clare Feliz Tan, Arel Latoga and Javier Almirante	1.0	Initial Document

*Use-Case Name*:   Watch Ads to Gain Coins

Description: During the game, the player may watch ads at any time. Through watching these ads, the player will earn coins. These coins may be spent for in-app items, which could be upgrades to the shelter or other things that may assist the player in the game.

Preconditions: There is internet connection and the player hasn't watched an ad in a given amount of time.

Flow of Events:

Scenario Name	Description
Scenario 1 (Basic Flow) Player chooses to watch the ad.	1. Player is offered an ad. 2. Player watches ad. 3. Player is given game money after watching the ad.
Scenario 2 Player chooses not to watch the ad.	1. Player is offered an ad 2. Player chooses not to watch the ad.

Activity Diagram of the Flow of Events:
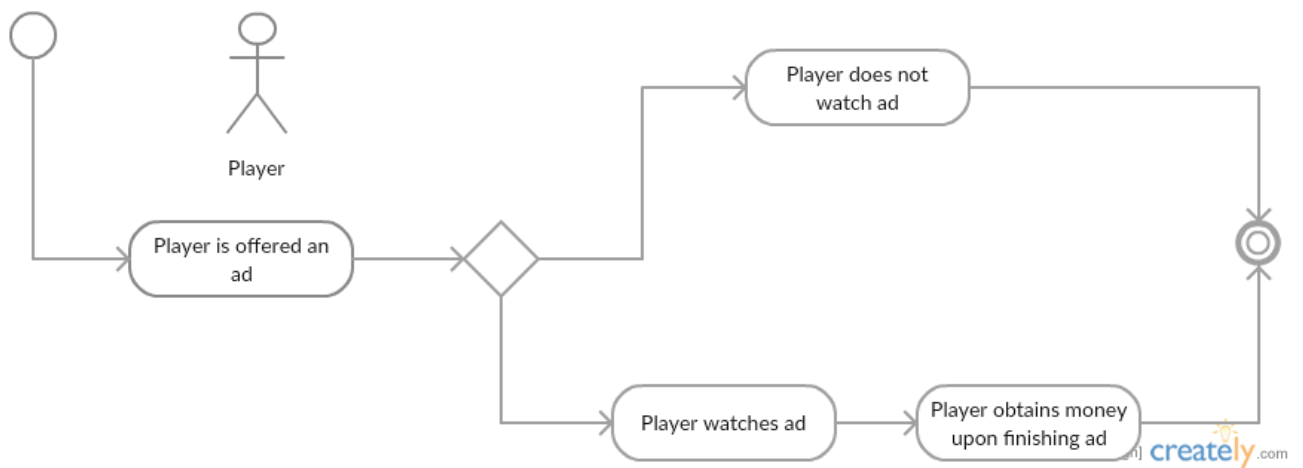
Postcondition: Game coins increase.

Relationships: NONE

Special Requirements: NONE