

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 2.0: Play Streets Minigame

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: Play Streets Minigame

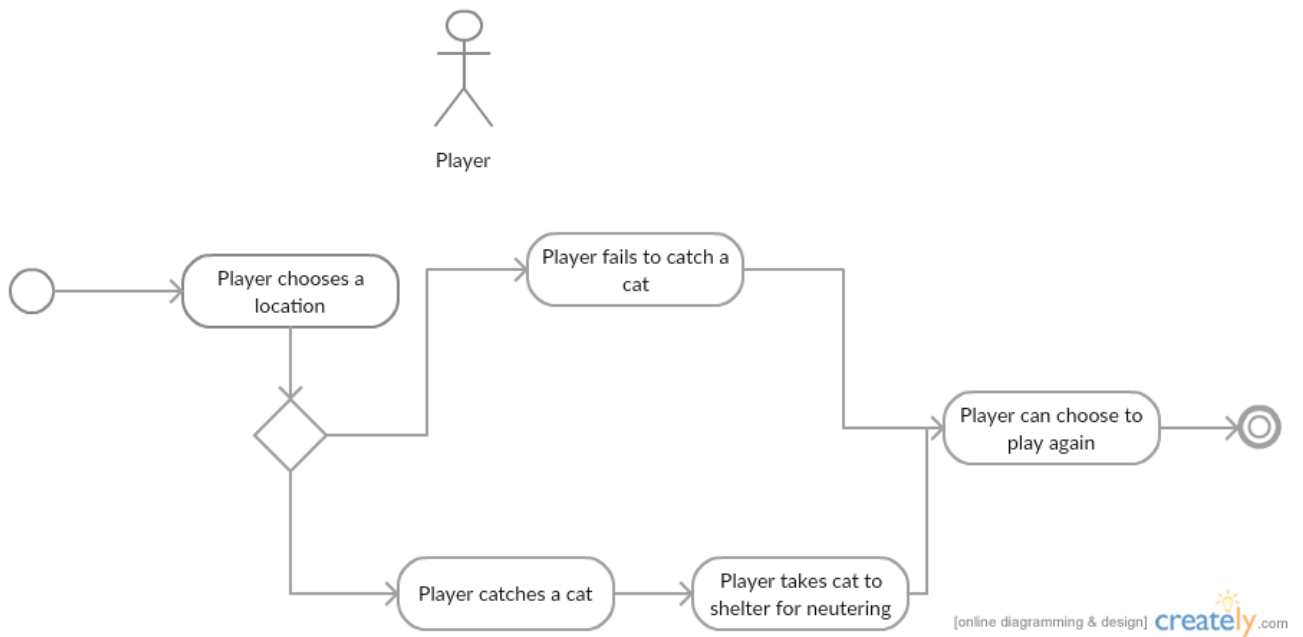
Description: In the Streets minigame, the player is tasked to rescue and care for stray cats. The player must catch cats from the streets. The cats are neutered at the shelter. Afterwards, they are returned to the streets.

Preconditions: NONE

Flow of Events:

Scenario Name	Description
Scenario 1 (Basic Flow) Player catches a cat.	1. Player chooses a location. 2. Player catches a cat. 3. The cat is taken to the shelter to be neutered. 4. The player can choose to play again.
Scenario 2 Player does not catch a cat.	1. Player chooses a location. 2. Player fails to catch a cat.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: NONE

Special Requirements: NONE