

Fur-ever Paws-itive

Analysis Model

Submitted to:

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Revision Control

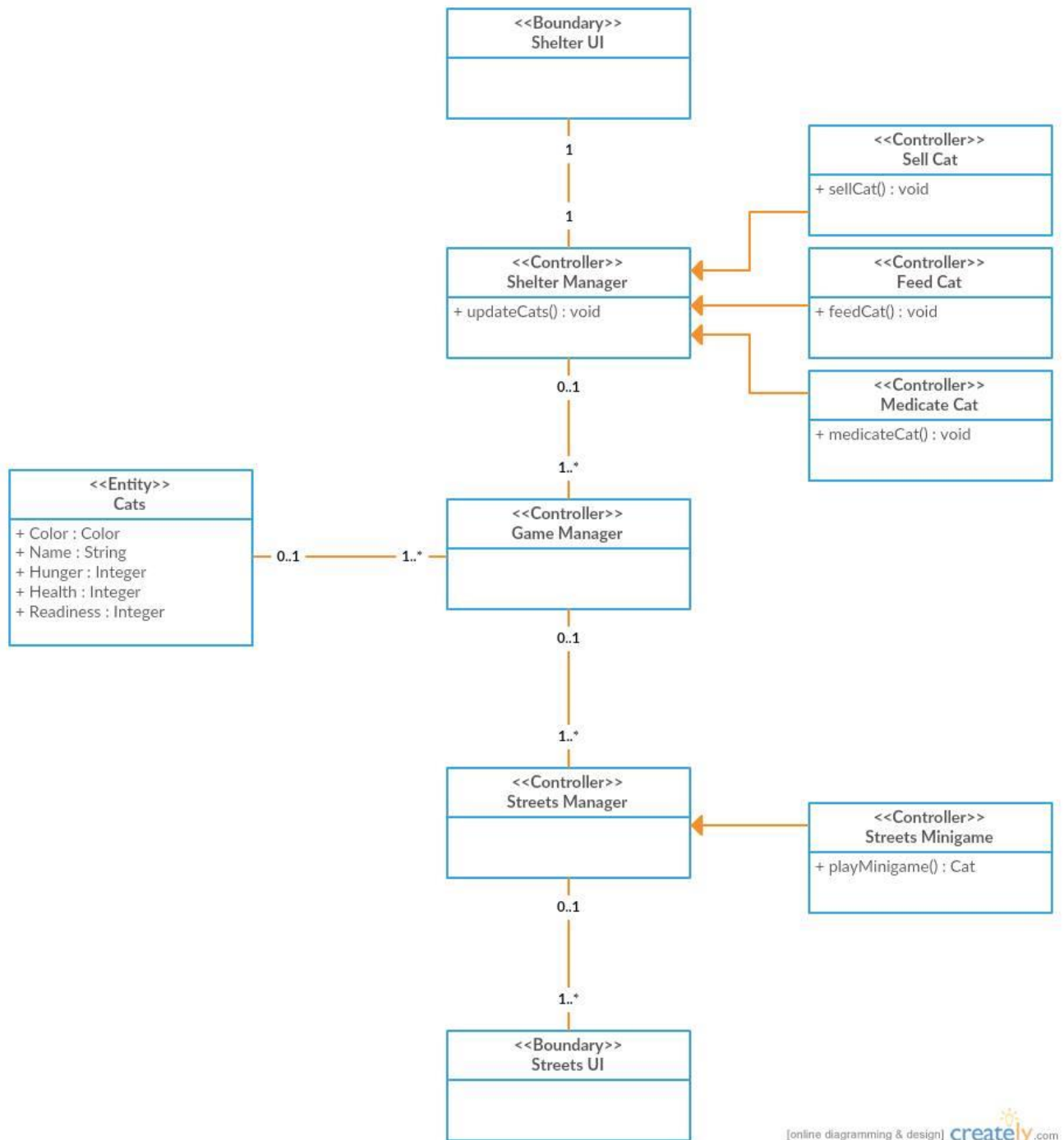
History Revision:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Modification</i>
10/30/15	Almirante, Latoga, Tan	1.0	Initial Document;

System Name: Fur-ever Paws-itive

Description: Fur-ever Paws-itive is a game about taking care of cats. Cats are caught in the streets minigame and taken to a shelter to be managed. The game allows users to donate to real life cat shelters.

Class Diagram:



Boundary Classes:

Class Name	Description
Unity Ad Manager	Fetches advertisements for the player to watch during controlled segments. Game grants the player incentive to watch by offering extra points.
Streets HUD Manager	Allows capturing of new cats for the player. Cats are randomly generated for the player to attempt catching through a simple minigame.
Shelter HUD Manager	Allows managing of various cats in the virtual shelter.

Control Classes:

Class Name	Description
Shelter Manager	Handles cat data in the Shelter.
Streets Manager	Generates cats in the Streets.

Entity Classes:

Class Name	Description
Cat	The main focus of the game. Instances of the cat class are given random attributes (e.g. name, color, health).