Fur-ever Paws-itive
Use Case Specification

Submitted to:

Asst. Prof. Ma. Rowena C. Solamo
Faculty Member
Department of Computer Science
College of Engineering
University of the Philippines, Diliman

Submitted by:

Jose Javier Almirante
Gerard Arel Latoga
Clare Feliz Tan

In partial fulfillment of academic requirements
for the course
CS 191 Software Engineering I
of the
1st Semester, AY 2015-2016

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 4.0: Donate to Cat Shelters

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: Donate to Cat Shelters

Description: The player can donate to real life cat shelters and centers. This can be done even during the game. Notifications will appear that the use can click on to donate.

Preconditions: The player must have internet connection and a browser.

Flow of Events:

Scenario Name	Description
Scenario 1 (Basic Flow) Player donates to a cat shelter	1. Player clicks on the Donate to Cat Shelters button. 2. Player's browser opens the cat shelter's webpage.

Activity Diagram of the Flow of Events:

Player

○ → [Player clicks 'Donate to Cat Shelter' button] → [Player is taken to Cat Shelter webpage] → ◉
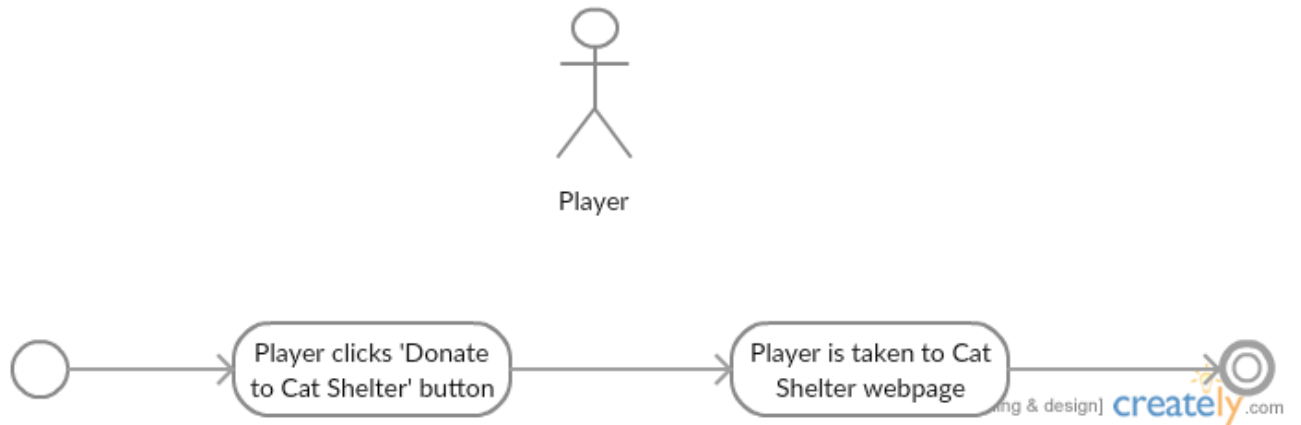
Postcondition: NONE

Relationships: NONE

 Special Requirements: NONE