
Fur-ever Paw-sitive

Use Case Diagram

Submitted to:

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Unique Reference:

This document can be found at <https://github.com/claretan44/CS191Project/tree/master/02-Requirements-Engineering>

Document Purpose:

The purpose of this document is to show the different ways a user interacts with our game.

Target Audience:

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

Revision Control

History Revision:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Modification</i>
09/18/15	Clare Tan, Arel Latoga, Javier Almirante	1.0	Initial Document
09/25/15	Clare Tan, Arel Latoga, Javier Almirante	1.1	Added numbers and external functions to use case diagram

System Name: Fur-ever Paws-itive

Description: Fur-ever Paw-sitive is a game about managing a pound for homeless cats. It includes different aspects of cat care including catching the cats, bringing their health up, and providing them with good homes. It allows players to get a better sense of the situation of stray cats in the country, and of what it's like working for an animal shelter. This game is made under supervision of Nestle Purina Petcare Company, and CARA Welfare Philippines

Use-Case Diagram:



List of Actors:

Actors	Description
Player	The player can be any person who has the Fur-ever Paws-itive game. The player aims to have fun. In the process the player learns more about helping cats.

List of Use-cases:

Use-Case	Description
Use-Case 1.0 Select Cats	The player is tasked to manage cats that are impounded or brought in at the shelter. The player takes care of the cats by supplying them with food and medicine. This is to prepare for adoption, which may happen once a cat is fully taken care of. The player may also look at a cat's current status here at any time.
Use-Case 2.0 Play Streets Minigame	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.
Use-Case 3.0 Watch Ads to Gain Coins	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.
Use-Case 3.1 Connect to Ad Services	Will be handled by another development team
Use-Case 4.0 Donate to Cat Shelters	The player can donate to real life cat shelters and centers. This can be done even during the game. Notifications will appear that the user can click on to donate.
Use-Case 4.1 Visit Cat Donation Websites	Will be handled by another development team
Use-Case 5.0 Hold Cat Adoption Event	Once there are enough healthy cats in the shelter, the player may hold a Cat Adoption Event. During this event, healthier and more well-groomed cats will go to foster homes.

