

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 1.0: Select Cats

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: Select Cats

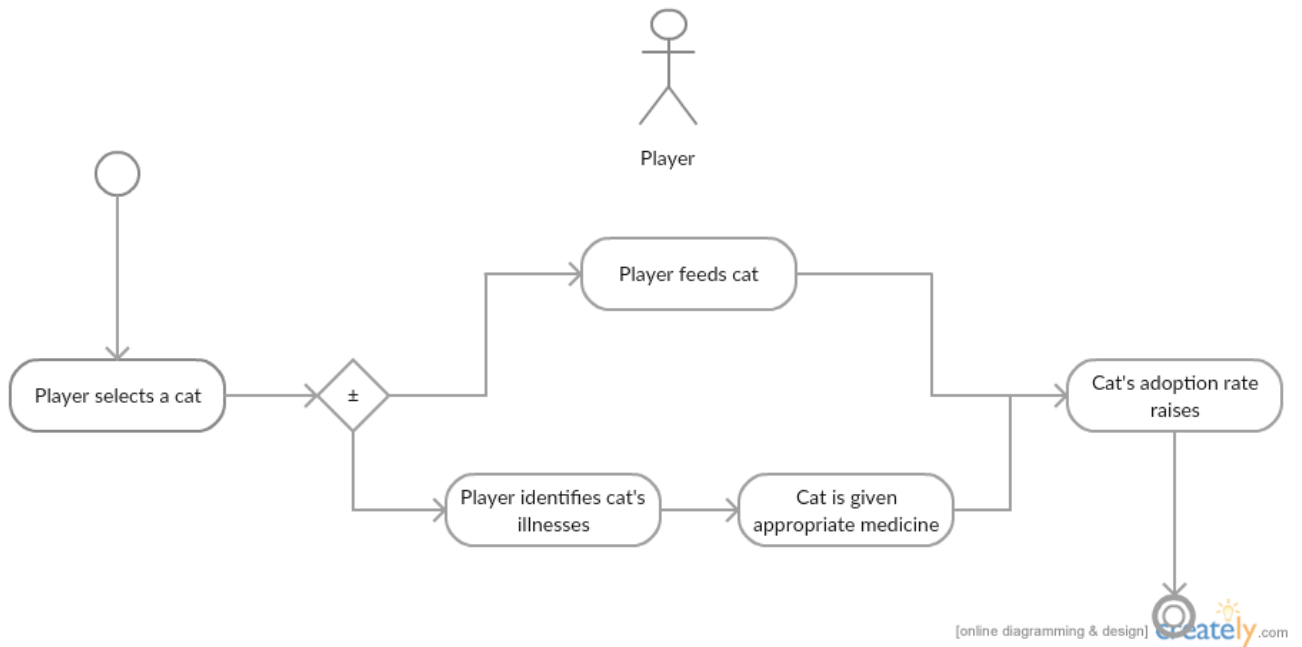
Description: The player is tasked to manage cats that are impounded or brought in at the shelter. The player takes care of the cats by supplying them with food and medicine. This is to prepare for adoption, which may happen once a cat is fully taken care of. The player may also look at a cat's current status here at any time.

Preconditions: Player has at least one cat.

Flow of Events:

Scenario Name	Description
Scenario 1 Player Feeds Cat	1. Player selects a cat. 2. The cat is given food to eat. 3. The cat's hunger level goes down.
Scenario 2 Player Medicates Cat	1. Player selects a cat. 2. The cat's illnesses are identified. 3. Appropriate medicine is processed for the cat 4. The cat is given medicine. 5. The cat's health level goes up.

Activity Diagram of the Flow of Events:



Postcondition: Cat's adoption rate (likeliness of adoption) rises.

Relationships: NONE

Special Requirements: NONE