

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 5.0: Hold Cat Adoption Event

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: Hold Cat Adoption Event

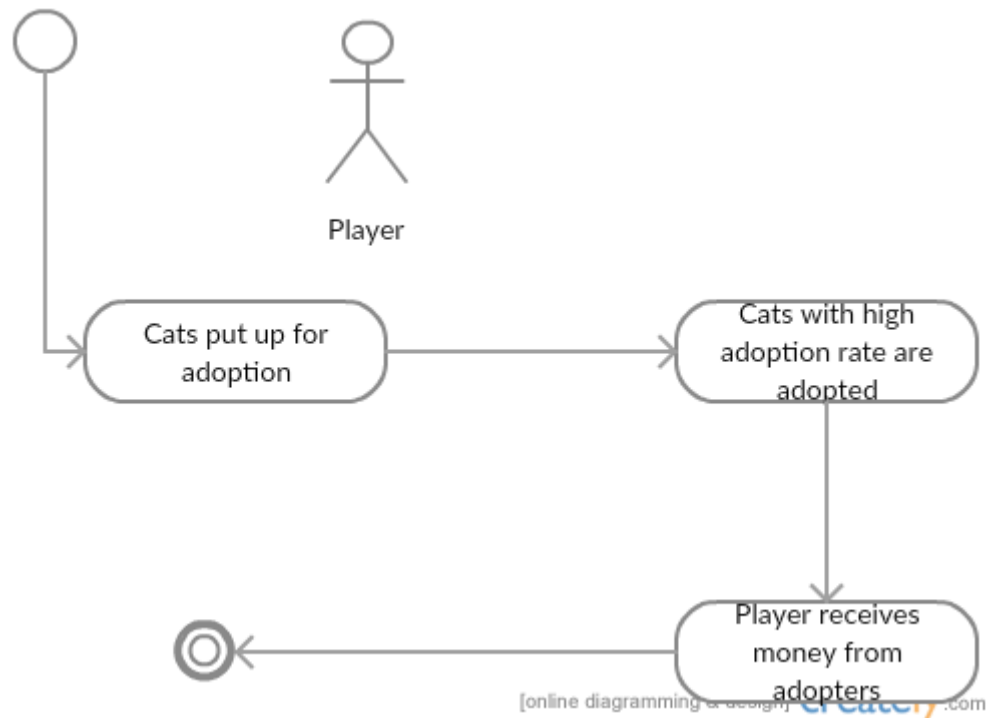
Description: Once there are enough healthy cats in the shelter, the player may hold a Cat Adoption Event. During this event, healthier and more well-groomed cats will go to foster homes. The shelter gets money as a result.

Preconditions: There are enough healthy cats at the shelter.

Flow of Events:

Scenario Name	Description
Scenario 1 (Basic Flow)	1. Healthy cats are put up for adoption. 2. Cats with high adoption rate will be adopted. 3. Player receives money from adopters. .

Activity Diagram of the Flow of Events:



Postcondition: Less cats to care for at the shelter, more money at the shelter.

Relationships: NONE

Special Requirements: NONE