
Fur-ever Paw-sitive

A Game About Cats That Raises Awareness About Animal Welfare and Health

Submitted to:

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Unique Reference:

The documents are stored in this repository <https://github.com/claretan44/CS191Project>

Document Purpose:

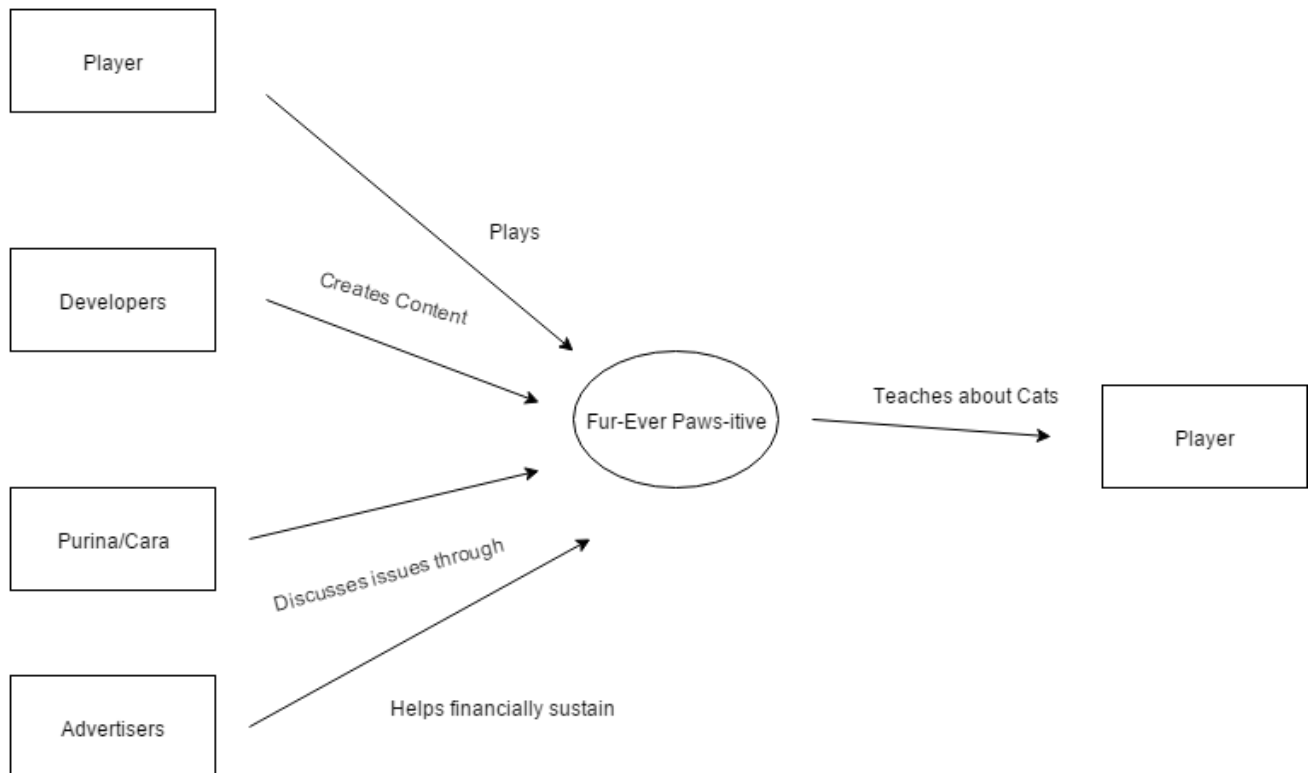
This document gives an initial description of the game Fur-ever Paw-sitive, including its intended purpose and audience.

Target Audience:

This document is intended for anyone interested in the description/development of the game Fur-ever Paw-sitive, including its future players, and people who care about cat welfare in general.

Revision Control:

Revision Date	Person Responsible	Version Number	Modification
08/26/15	Clare Feliz Tan, Javier Almirante, Arel Latoga	1.0	Initial Document
09/19/15	Clare Feliz Tan, Javier Almirante, Arel Latoga	1.1	Changed school year from 2014 -2015 to 2015 – 2016, Redrew context diagram



Project Title: Fur-ever Paw-sitive

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

Context Diagram:

Entities:

Players

- People who are interested in cats, and who want mobile games.

Developers

- People who have computer science experience and who care about cats and game making.

Purina/Cara

- Companies with an active interest in cat welfare. Purina is a company that manufactures cat food, and CARA promotes animal welfare along with spaying/neutering to prevent

overpopulation.

Advertisers

- People who want to profit from the game

Major Inputs:

- Time and energy are inputs from players when they play the game
- Game content is an input from the developers, in terms of the actual code
- Game themes, including important cat-related issues, are inputs from Purina/Cara
- Money making advertisements that help sustain the game are an input from advertisers

Major Outputs:

- The game's main output is cat welfare education, it teaches players through the gameplay, which allows them to experience cat-related issues.

Major Functionalities:

- Gameplay that involves catching unneutered cats, taking care of cats at a shelter, and getting cats adopted