

CALAMITY: A Disaster Preparedness Application Analysis Model

Submitted to:

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In partial fulfillment of Academic Requirements
for the course
CS 191 Software Engineering I
of the
1st Semester, AY 2019-2020



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Unique Reference:

The documents are stored in the

<https://github.com/geneaudrey/Disaster-Preparedness/tree/master/02-Requirements%20Engineering/Project%20Deliverables> referenced with Group 6 - Disaster Preparedness App - Analysis Model.pdf.

Purpose:

The purpose of this document is to go into more detail about the attributes and operations of the classes to be used in the system (analysis model) and to describe how the group of objects work together per scenario, as well as the order in which they work (behavioral model). The boundary, entity, and control classes are also further described in the document.

Audience:

The following are part of the target audience:

- People who like or are interested in playing games
- People who have little to average knowledge on disaster preparedness, or people who would like to refresh their knowledge on disaster preparedness
- People who are interested in the development of the application

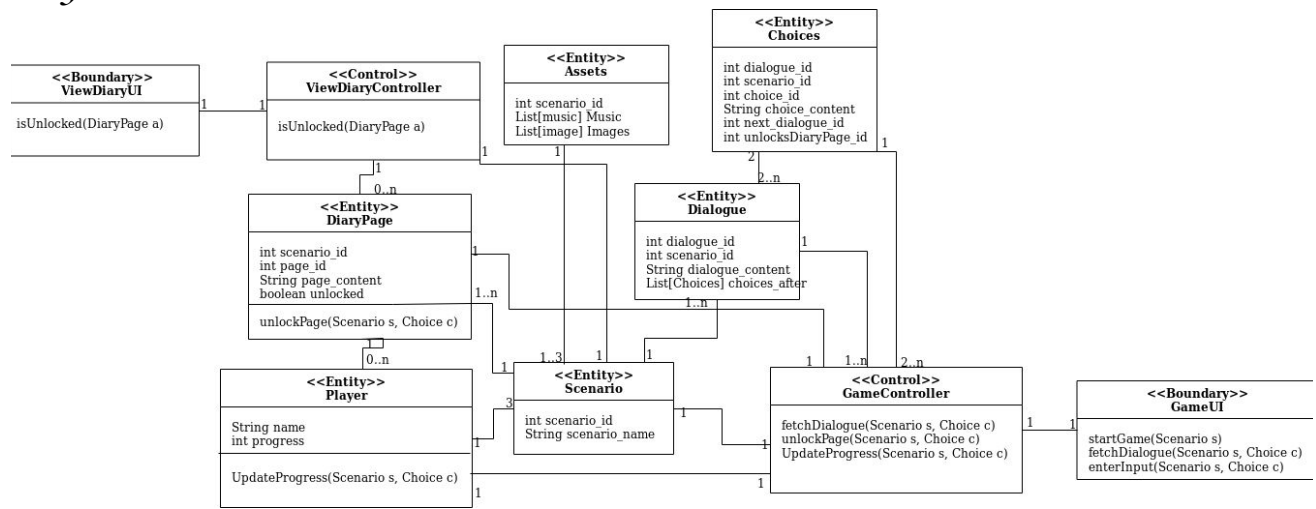
Revision Control:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Modification</i>
10/03/19	Gene Tan	1.0	Initial Document Added Purpose, Audience, Unique Reference Added System Name, Description
10/04/19	Filbert Wee	2.0	Added Analysis Model Added Boundary Classes Class Name and Description Added Entity Classes Class Name and Description Added Control Classes Class Name and Description
10/04/19	Gene Tan	3.0	Added Use Case Name and Description Added Behavioral Models for scenarios 1, 2, 3, 4, 5, 13, 14
10/04/19	Nephia Dalisay	4.0	Added Behavioral Models for scenarios 6, 7, 8, 9, 10, 11, 12

System Name: Disaster Preparedness Gameplay System

Description: The system is an application that aims to encourage disaster preparedness in a fun, unique, and memorable way. With this, a game will be the central feature of the system. More specifically, it will be a game that teaches players what to do in certain moments of disaster (i.e: fires, earthquakes, floods, and storm surges) by forcing them to make choices. Different combinations of decisions may lead to different endings. Additionally, a “diary” feature will also be included within the system. This is to act as “achievements” or bonuses for the players that are unlocked when they reach certain checkpoints in the game. The diary will be containing more information on the disasters featured in the game.

Analysis Model:



Boundary Classes:

Class Name	Description
GameUI	<p>This is the interface of the player to the game.</p> <p><u>Responsibilities:</u></p> <p>startGame(Scenario s) fetchDialogue(Scenario s, Choice c) enterInput(Scenario s, Choice c)</p>
ViewDiaryUI	<p>This is the interface of the game that shows the player on the progress so far that has been unlocked in the diary.</p> <p><u>Responsibilities:</u></p> <p>isUnlocked(DiaryPage a)</p>

Control Classes:

Class Name	Description
GameController	<p>This is the control that manages the player progress, game progress and flow.</p> <p><u>Responsibilities:</u></p> <p>startGame(Scenario s) fetchDialogue(Scenario s, Choice c) unlockDiaryPage(Scenario s, Choice c) UpdateProgress(Scenario s, Choice c)</p>
ViewDiaryController	<p>This is the control that selects which pages of the diary has been unlocked and returns them.</p> <p><u>Responsibilities:</u></p> <p>isUnlocked(DiaryPage a)</p>

Entity Classes:

Class Name	Description
Player	<p>This is the entity class player, which contains the data and the progress of the player.</p> <p><u>Attributes:</u></p> <p>String name</p> <p>int progress</p> <p><u>Responsibilities</u></p> <p>UpdateProgress(Scenario s, Choice c)</p>
Scenario	<p>This is the entity class scenario, which contains the details of a scenario or path.</p> <p><u>Attributes:</u></p> <p>int scenario_id</p> <p>String scenario_name</p>
Dialogue	<p>This is the entity class dialogue, which contains the details of each dialogue and the choices that follow it.</p> <p><u>Attributes:</u></p> <p>int dialogue_id</p> <p>int scenario_id</p> <p>String dialogue_content</p> <p>List[Choices] choices_after</p>
Choices	<p>This is the entity class, choices, which contains the corresponding choices for a certain dialogue, together with the id of the dialogues that succeed it.</p> <p><u>Attributes:</u></p> <p>int dialogue_id</p> <p>int scenario_id</p> <p>int choice_id</p> <p>String choice_content</p> <p>int next_dialogue_id</p> <p>int unlocksDiaryPage_id</p>
Assets	<p>This is the entity class assets, which contains images, music, etc. to be used in a scenario.</p> <p><u>Attributes:</u></p> <p>int scenario_id</p> <p>List[music] Music</p> <p>List[image] Images</p>
DiaryPage	<p>This is the entity class diary page, which is the progress and achievements of the player within a scenario.</p> <p><u>Attributes:</u></p> <p>int scenario_id</p> <p>int page_id</p> <p>String page_content</p>

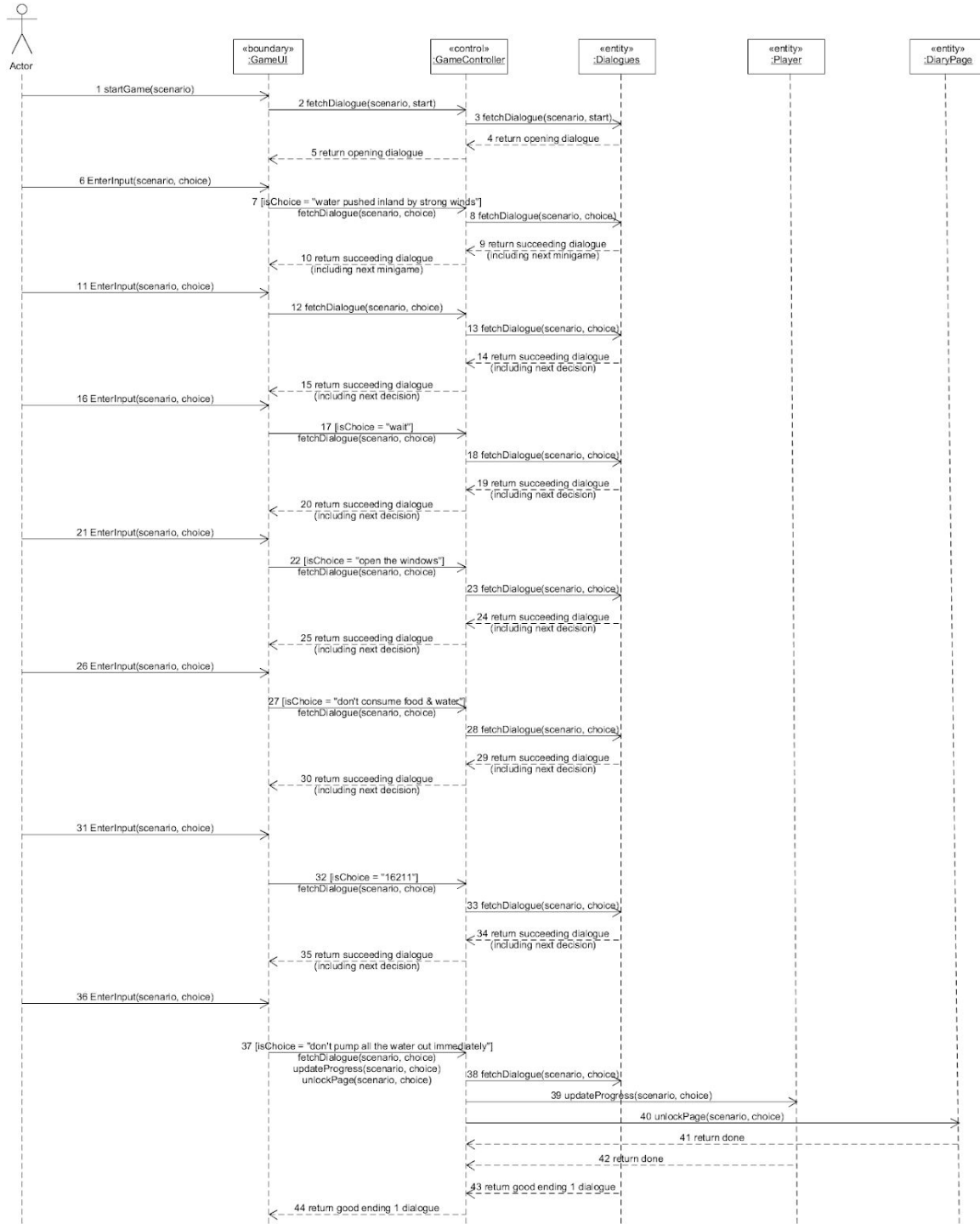
	<p>boolean unlocked</p> <p><i>Responsibilities</i></p> <p>unlockDiaryPage(Scenario s, Choice c)</p>
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Behavioral Model:

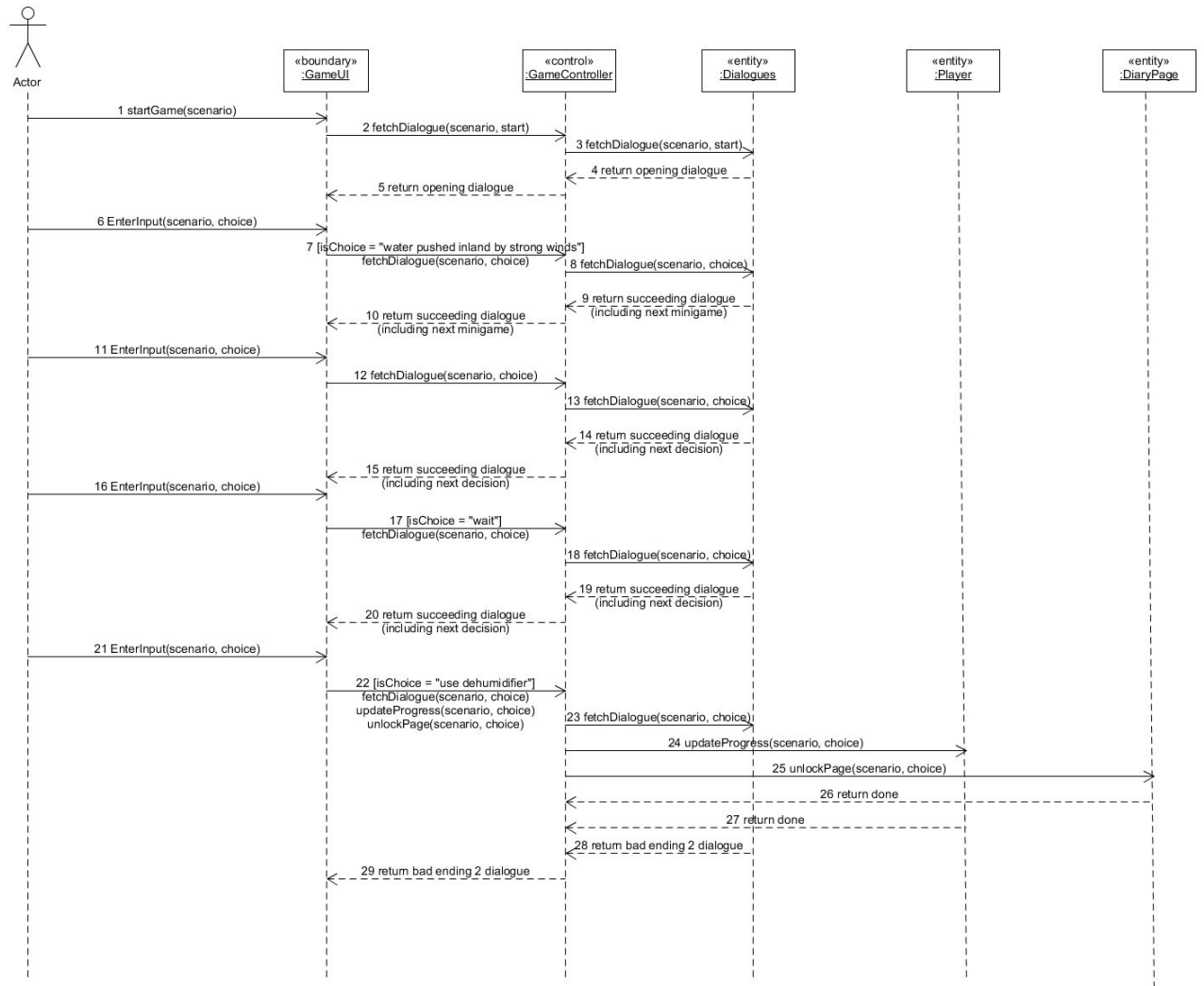
Use-Case Name: 2.3 Play Storm Surge and Flood Scenario

Description: This use-case allows the player to play the flood and storm surge scenario. More specifically, it allows the player to make decisions to help his/ her friend survive the storm surge and flood. The story starts off with the player chatting with his friends through a messaging app. Somewhere in the middle of the conversation, a storm surge will occur and depending on the choices made by the player, his/her friend may or may not survive. Certain endings in the flood and storm surge scenario will unlock corresponding diary pages.

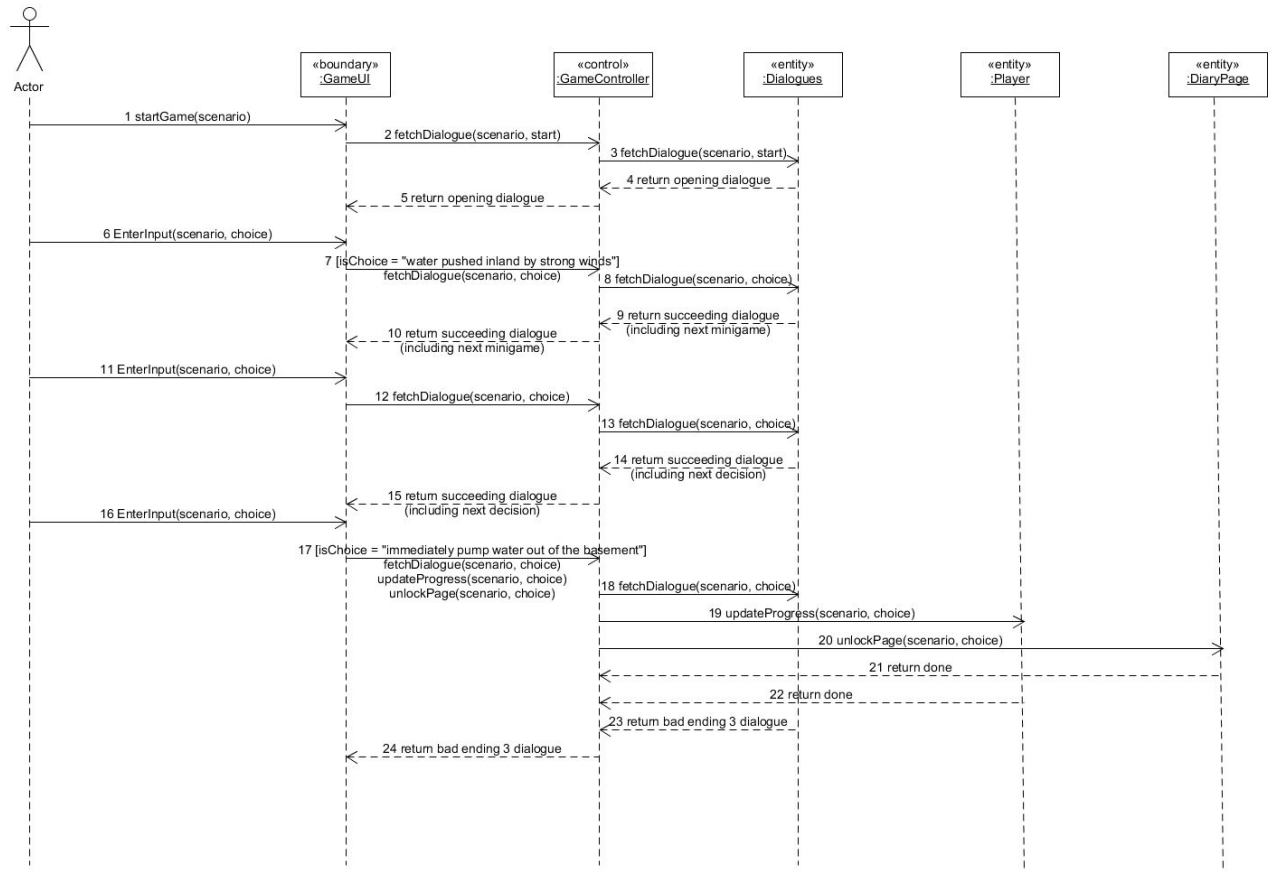
Scenario 1: Good Ending 1, character survives by evacuating.



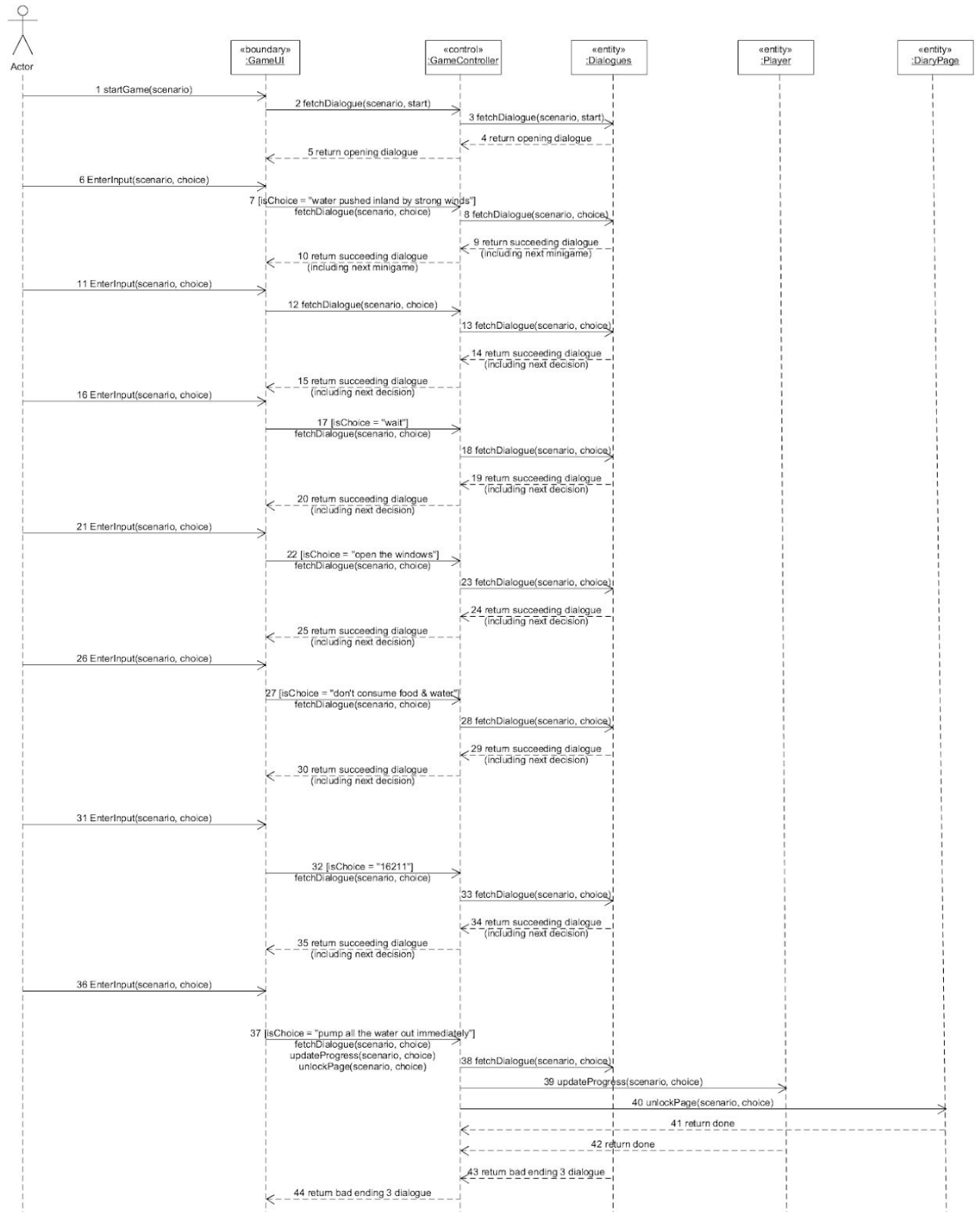
Scenario 2: Bad Ending 2, character gets electrocuted by dehumidifier.



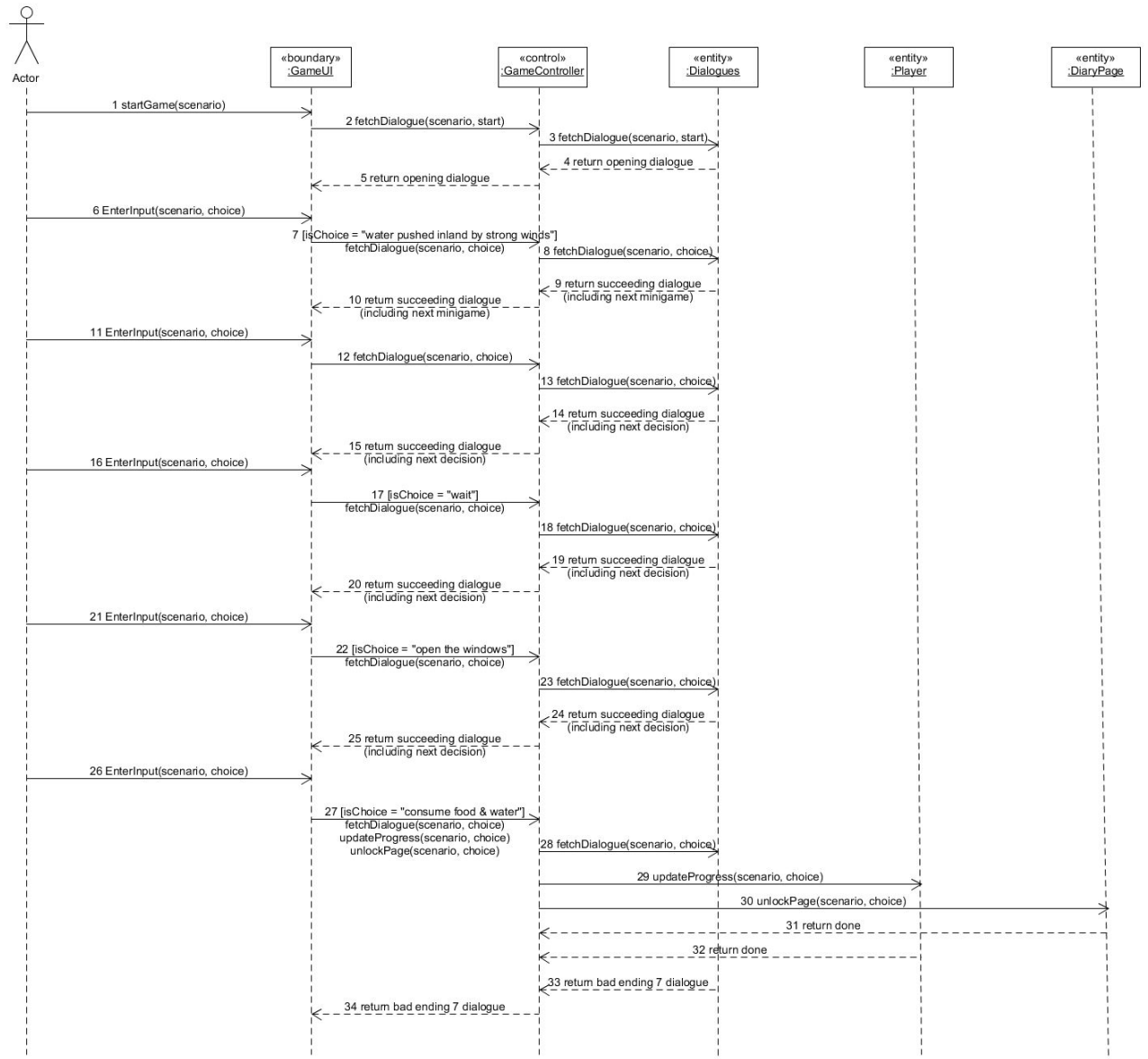
Scenario 3: Bad Ending 3, basement floor & walls crack & collapse.



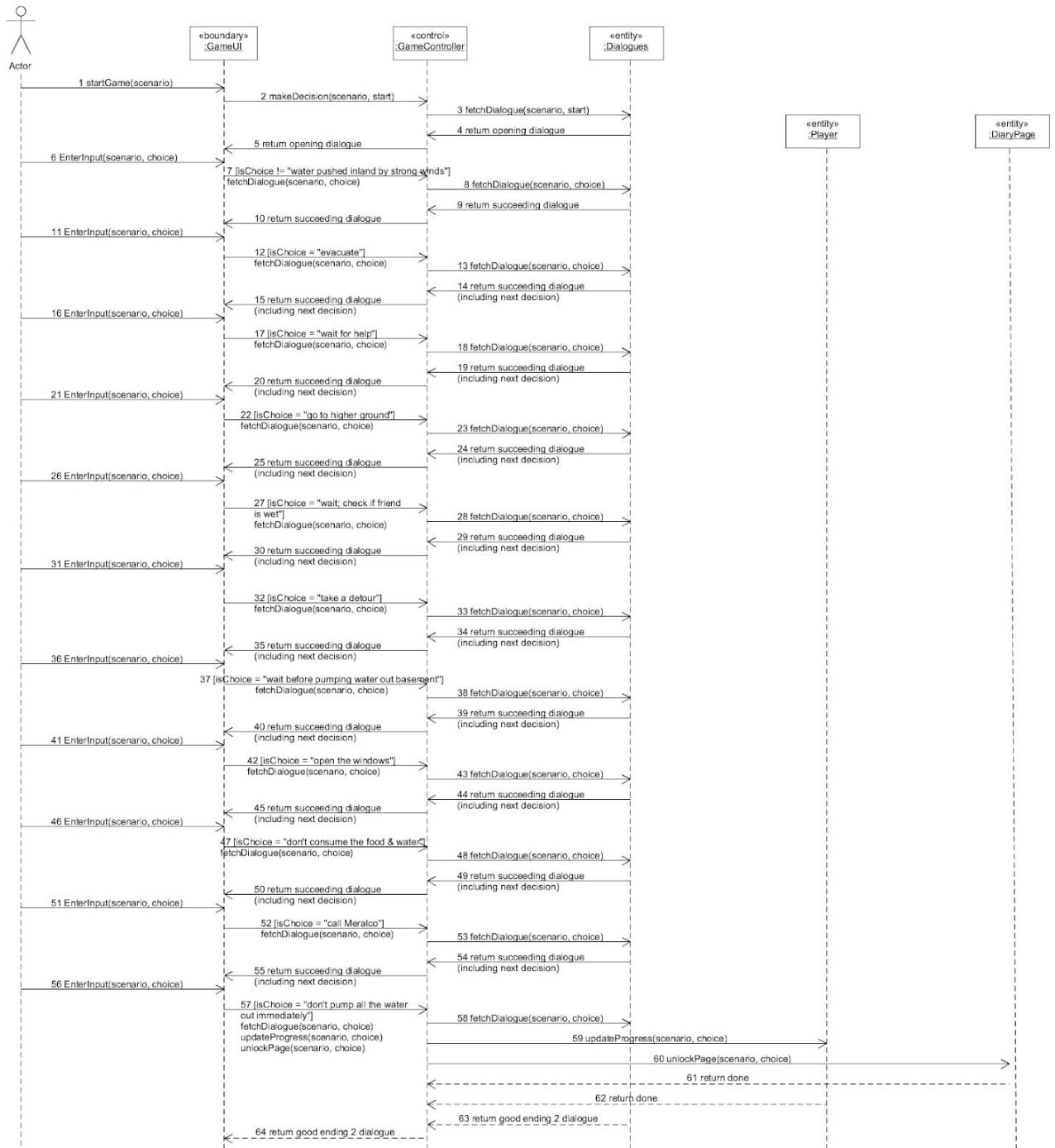
Scenario 4: Alternative way of getting Bad Ending 3, basement floor & walls crack & collapse.



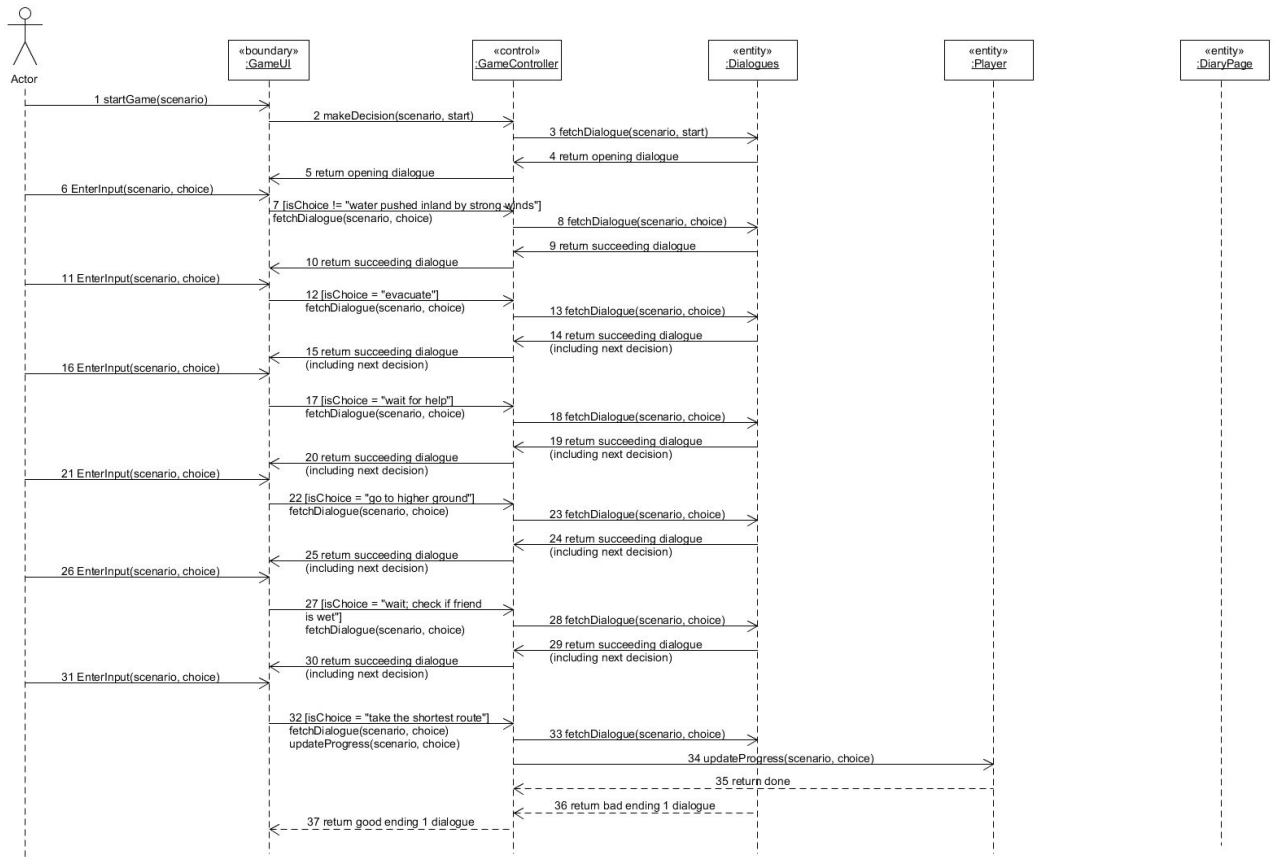
Scenario 5: Bad ending 7, character gets poisoned.



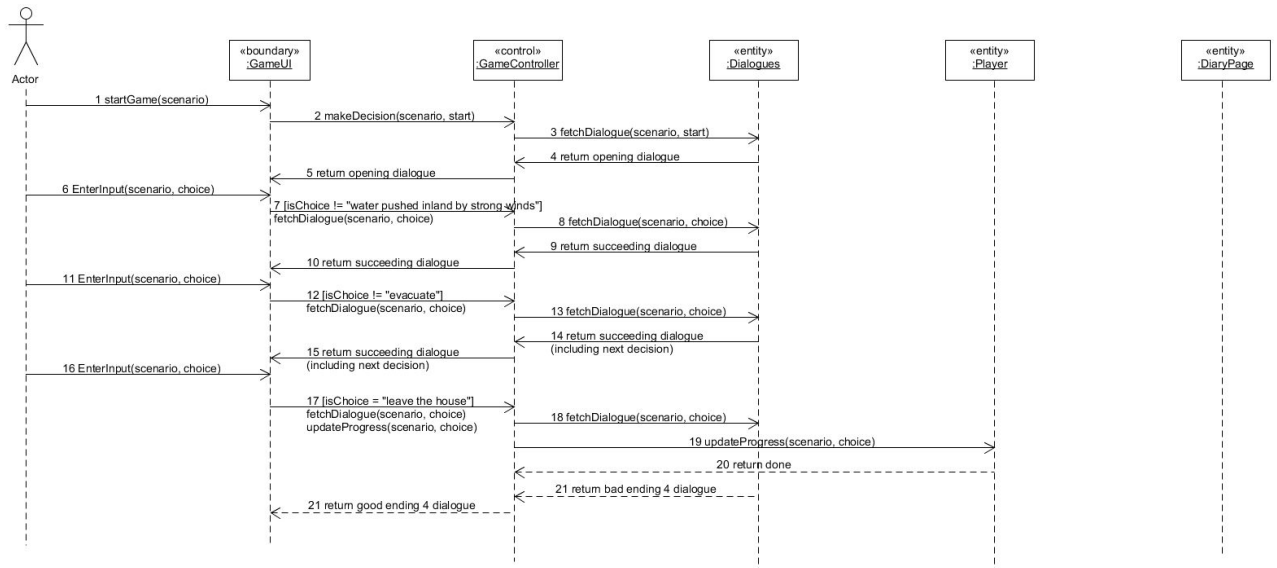
Scenario 6 Good Ending 2, character survives despite not evacuating.



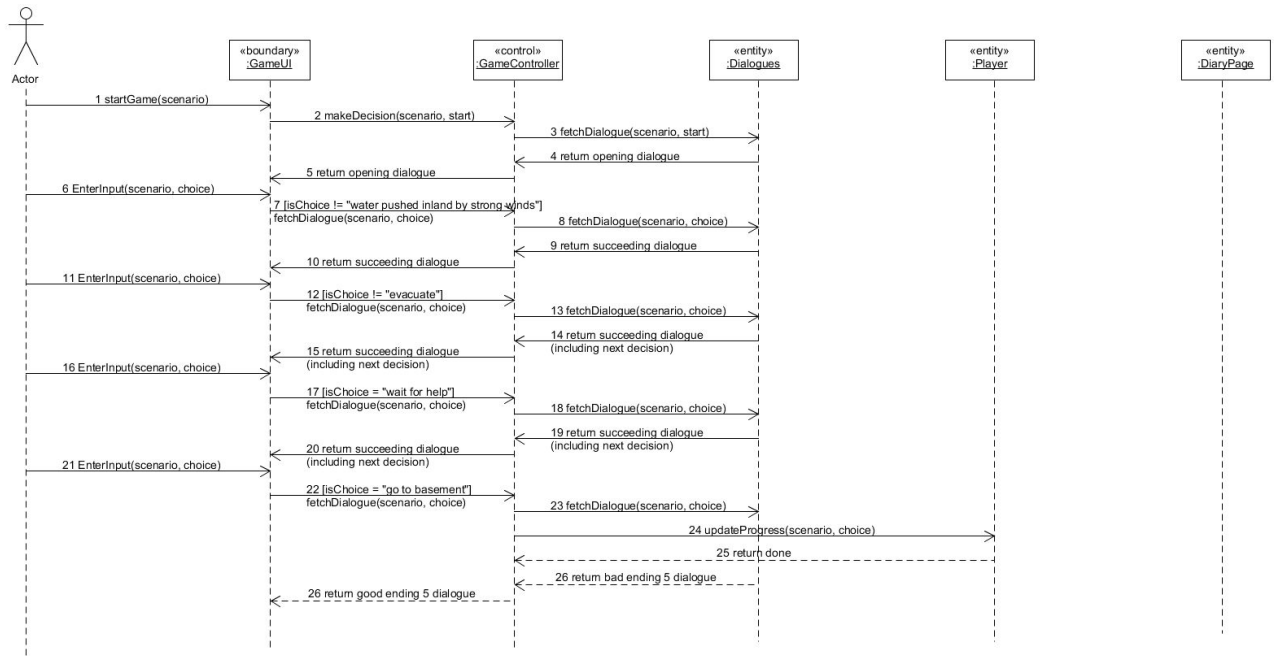
Scenario 7 Bad Ending 1, character gets stuck/falls down a ditch.



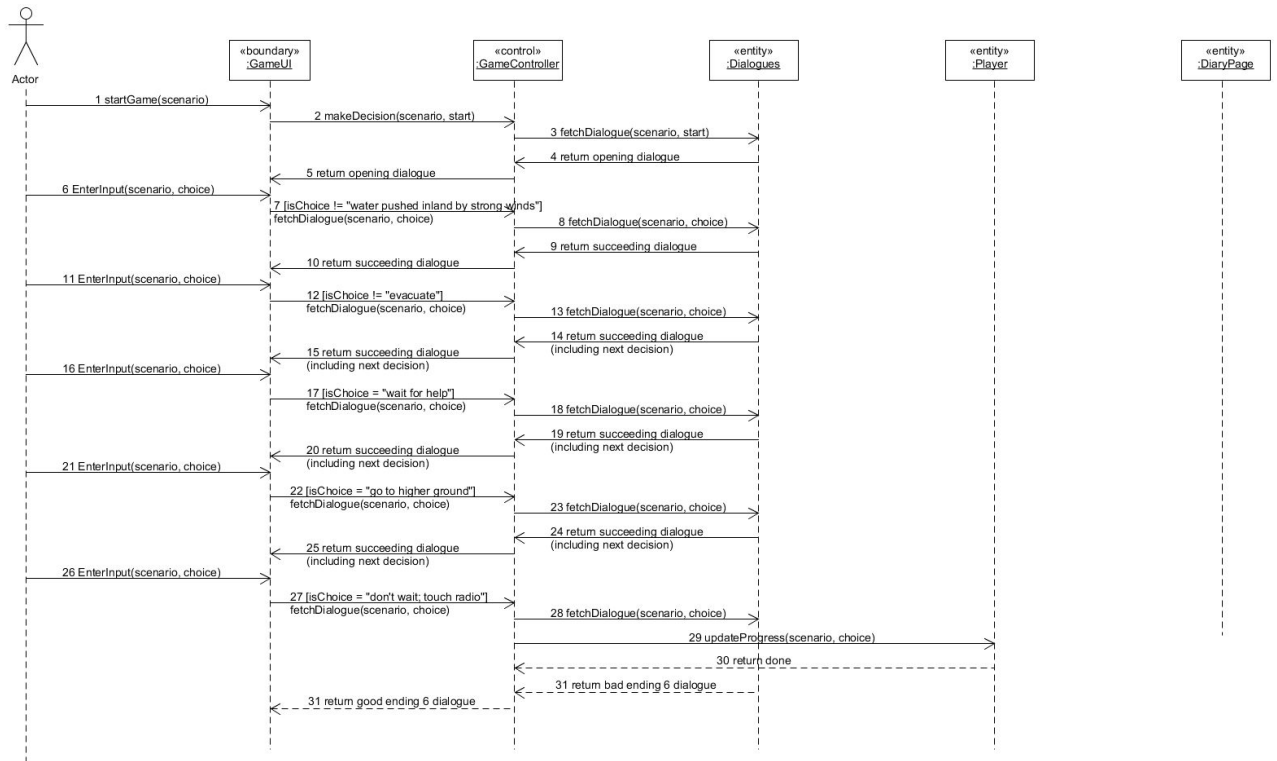
Scenario 8 Bad Ending 4, character gets washed away by the flood.



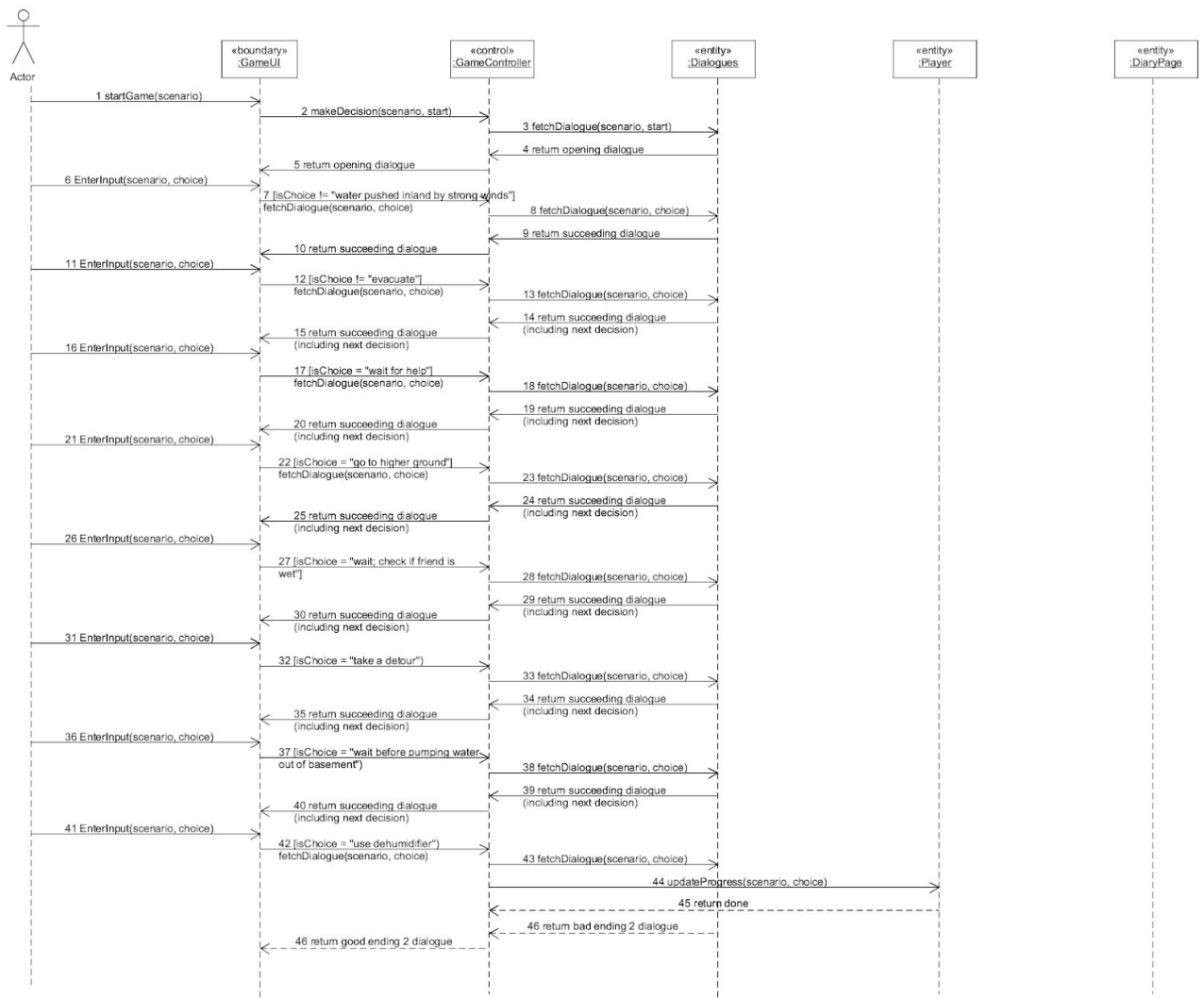
Scenario 9 Bad Ending 5, character gets stuck in the basement and drowns.



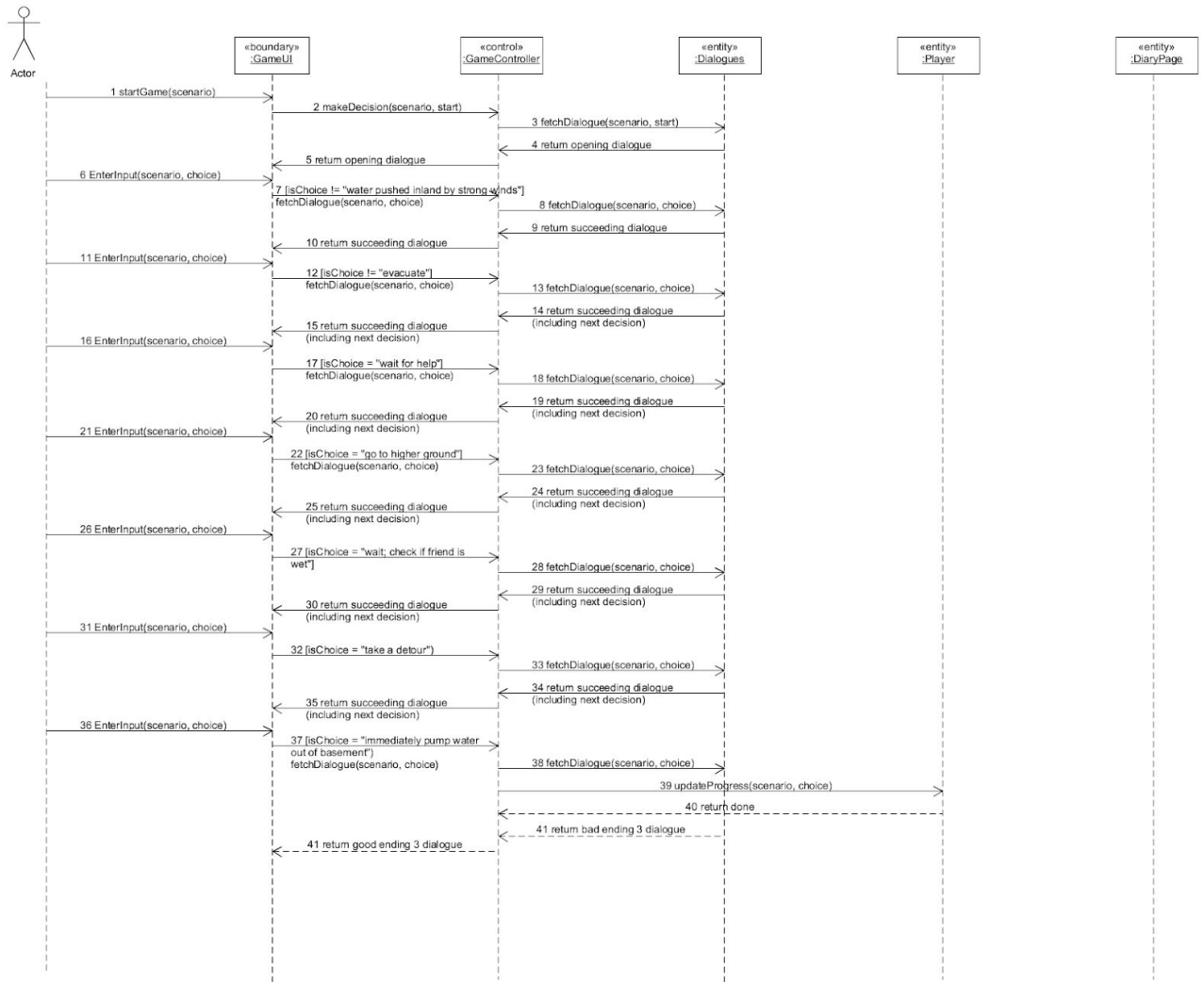
Scenario 10 Bad Ending 6, character gets electrocuted by using the radio.



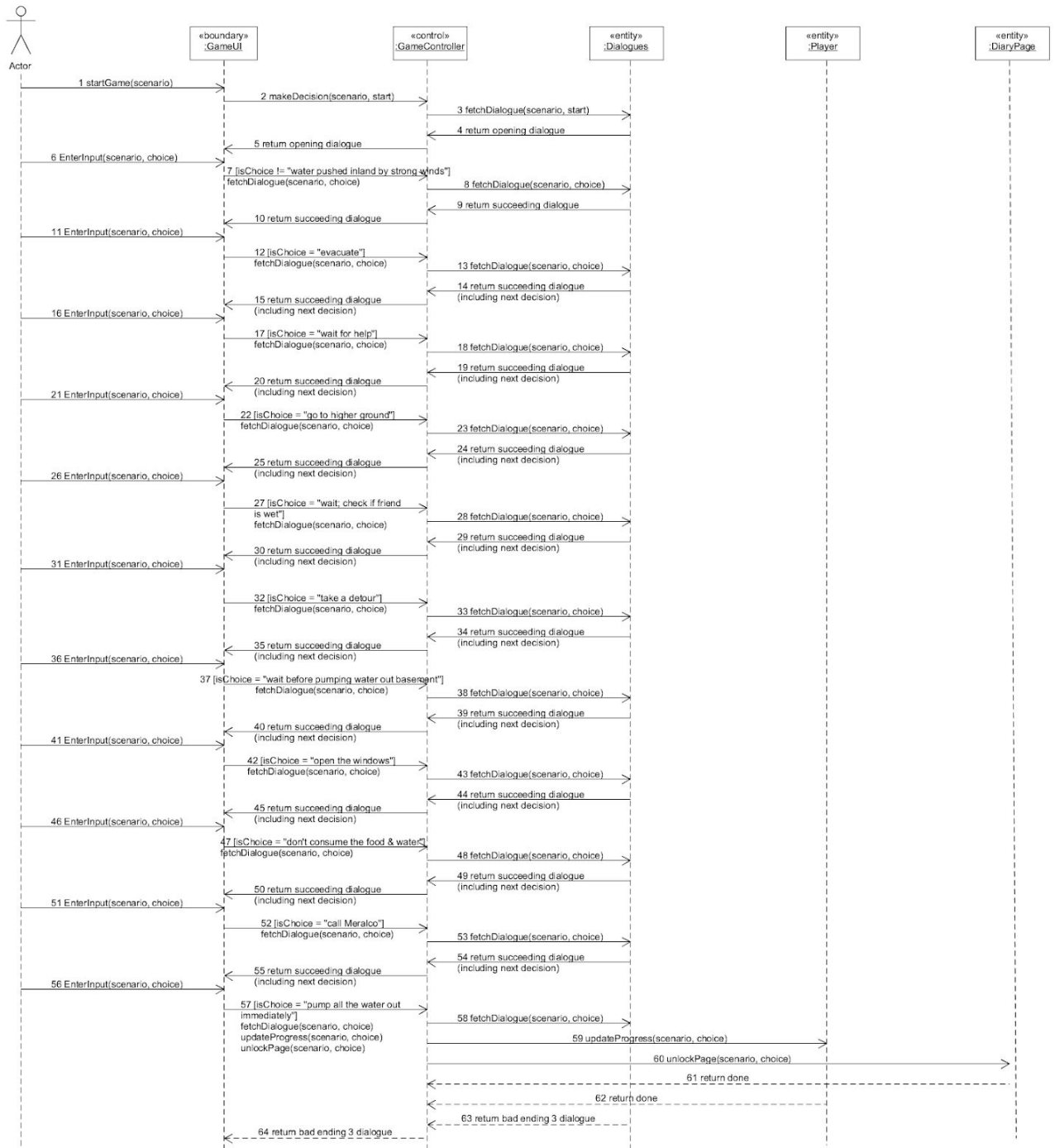
Scenario 11 Alternative way of getting Bad Ending 2, character gets electrocuted by dehumidifier.



Scenario 12 Alternative way of getting Bad Ending 3, basement floor & walls crack & collapse.



Scenario 13 Alternative way of getting Bad Ending 3, basement floor & walls crack & collapse.



Scenario 14 Alternative way of getting Bad ending 7, character gets poisoned.

