CALAMITY: A Disaster Preparedness Application
Use Case Model

Submitted to:

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Document Purpose:

The purpose of this document is to identify the Use-Case Model of the system. The Use-Case Model is to help specify and clarify how the actors interact with the system requirements, along with the flow of the entire system. Besides the Use-Case Diagram, this document also contains the list of actors, list of Use-Cases, and descriptions further explaining each.

Target 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:

Revision Date	Person Responsible	Version Number	Contribution and Modification
09/15/19	Gene Tan	1.0	Prepared initial document. Added document purpose, target audience, system description. Added initial draft for the Use Case Diagram
09/15/19	Filbert Wee	2.0	Added Player and Player description under List of Actors. Added descriptions for Use-Cases 1.2.1.2, 1.2.1.3, 1.2.1.4.
09/16/19	Nephia Dalisay	3.0	Added final Use Case Diagram to replace initial Use Case Diagram Added System Name Added descriptions for Use-Cases 1.0, 1.1
09/16/19	Gene Tan	3.1	Added descriptions for Use-Cases 1.2, 1.2.1, 1.2.1.1, 1.2.2, 2.0
09/21/19	Gene Tan	4.0	Updated Use Case Diagram. Removed Use-Cases Play the Game, Update Story Branching, and Unlock Diary Pages updated descriptions for modified Use-Cases
10/04/19	Gene Tan	5.0	Modified Use Case Diagram removed View Tips (originally Use Case 1.0) and merged Use Cases 2.3 and 2.4 into a single Use Case (now Use Case 2.3)

			Removed descriptions for the deleted Use Cases, adjusted use case numbering, and edited description for use case 2.3
			also updated the descriptions for each use case

***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 decisions. Additionally, a "diary" feature will also be included within the system. This is to act as "achievements" or bonuses for the players when they reach certain checkpoints in the game. The diary will be containing more information on the disasters featured in the game.

***Use-Case Diagram*:**
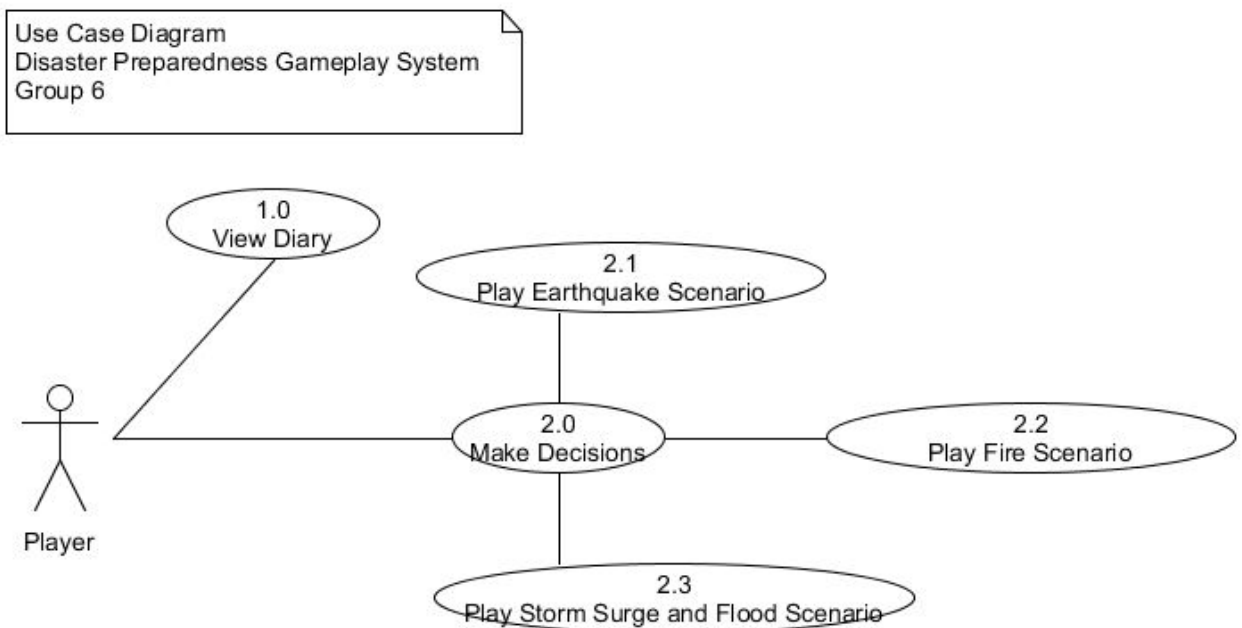
List of Actors:

Actors	Description
Player	The player is the sole user of the system. He/she may choose to play the game or to read the diary (view his/her progress in the game). The outcome of the game will depend on the decisions made by the player.

List of Use-cases:

Use-Case	Description
Use-Case 1.0 View Diary	This use-case is the secondary function of the application. The player will be able to view the diary anytime, however pages or files may or may not be locked. This Use-Case works like "achievements" or "awards" and is only unlocked after sections of the game are completed. The unlocked files/pages will contain more detailed information on the disaster, the endings obtained, or the decisions made.
Use-Case 2.0 Make Decisions	When a player plays the game, he/she will be faced with multiple scenarios that will require him/her to make decisions in order to advance. This Use-Case is for that feature. When a player makes a decision, the story branching is also updated. Depending on the decisions made by the player, endings may be obtained and diary pages may be unlocked (Use-Case 1.0).
Use-Case 2.1 Play Earthquake Scenario	This use-case allows the player to play the earthquake scenario. The player partakes the role of a college student that lives in the 5th floor of a condominium. A magnitude 6 earthquake breaks out, and the player is expected to make decisions that will either bring her to safety or to harm. The environment of the game will be inside the character's mobile phone. Certain decisions in the earthquake scenario will unlock corresponding diary pages.
Use-Case 2.2 Play Fire Scenario	This use-case allows the player to play the fire scenario. More specifically, it allows the player to make decisions to save his/ her friend who finds himself in a burning building. The story starts off with the player chatting with his friend through a messaging app. In the middle of their conversation, the player's friend starts smelling smoke. Certain decisions in the fire scenario will unlock corresponding diary pages.
Use-Case 2.3 Play Storm Surge and Flood Scenario	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 in the area where one of his friends is staying. Certain endings in the flood and storm surge scenario will unlock corresponding diary pages.