CALAMITY: A Disaster Preparedness Application
Use Case Model

Submitted to:

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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 – Use Case Model.pdf.

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

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:
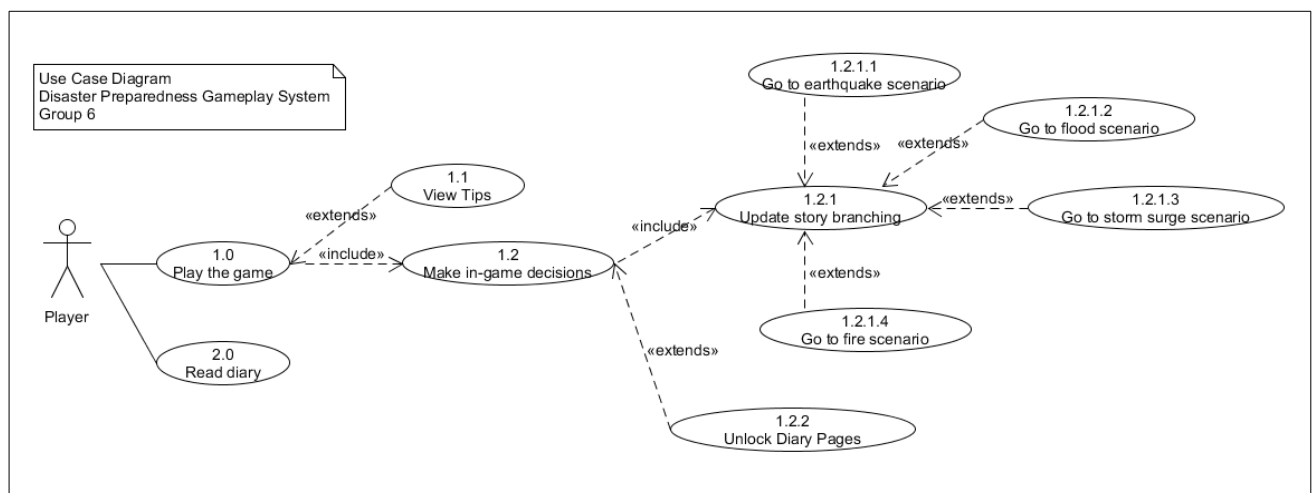
List of Actors:

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 Play the Game	This Use-Case is the main functionality of the system. When a player plays the game, he/she must make decisions, which updates the branching of the story. In certain cases, diary pages may also be unlocked. Players may also view tips or hints, though this is optional.
Use-Case 1.1 View Tips	This Use-Case is a functionality that the player will be able to access anytime while playing the game. The player will be able to view a set of tips (may be in the form of hints or trivia), which may help them with making decisions in the game. In other words, this Use-Case can be said to be a part of the game, unlike Use-Case 2.0 which is more of an outside feature.
Use-Case 1.2 Make In-Game 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. In certain cases, diary pages may be unlocked after the player makes a decision.
Use-Case 1.2.1 Update Story Branching	This Use-Case is a feature in the game that allows players to, in a way, update the game story. The game story branching will always be updated whenever the players make a decision. This is to keep track of the players' decisions in order to direct them to their respective endings.
Use-Case 1.2.1.1 Go to Earthquake Scenario	This Use-Case is a feature in the game that allows players to play through the Earthquake storyline. More specifically, this Use-Case updates the story the players will be playing into the Earthquake scenario. If the earthquake scenario is to be used for the game story, the players will be making decisions to survive the earthquake.
Use-Case 1.2.1.2 Go to Flood Scenario	This Use-Case is a feature in the game that allows players to play through the Flood storyline. More specifically, this Use-Case updates the story the players will be playing into the Flood scenario. If the Flood scenario is to be used for the game story, the players will be making decisions to survive the flood.
Use-Case 1.2.1.3 Go to Storm Surge Scenario	This Use-Case is a feature in the game that allows players to play through the Storm Surge storyline. More specifically, this Use-Case updates the story the players will be playing into the Storm Surge scenario. If the Storm Surge scenario is to be used for the game story, the players will be making decisions to survive the storm surge.
Use-Case 1.2.1.4 Go to Fire Scenario	This Use-Case is a feature in the game that allows players to play through the Fire storyline. More specifically, this Use-Case updates the story the players will be playing into the Fire scenario. If the Fire scenario is to be used for the game story, the players will be making decisions to survive the fire.

Use-Case	*Description*
Use-Case 1.2.2 Unlock Pages in the Diary	This Use-Case is a feature in the game that allows players to unlock pages or files in the diary that they can view (Use-Case 2.0). Pages will be unlocked whenever the players reach certain branches in the game (or when they make the right decisions). In other words, a page in the diary will unlock once its corresponding disaster has been successfully beaten.
Use-Case 2.0 View Diary	This use-case is the secondary function of the application. The player will be able to view the diary anytime, however the pages or files may or may not be locked. How the pages of the diary are unlocked is explained in Use-Case 1.2.2
	The unlocked files/pages will contain more detailed information on the scenario/ disaster completed, which the players will be able to view. This Use-Case, unlike Use-Case 1.1, can be said to go "beyond" the game, as it kind of works like "achievements" or "awards" and is only unlocked after sections of the game are completed.