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## Document 02 – Sprint 1 Plan

This document is contained in your GitHub repository in a folder named *docs*.

Group 1	Group Member Names	
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### 1. Actors

#### Instructions

Sections 1,2, and 3 are all related.

You will develop at least 10 use cases (more is fine). These should be the most important ones. In a later section, you will rank these on priority.

You should brain storm who the actors are and what they want to accomplish. For example: (1) a customer wants to book a flight, (2) a customer wants to book a flight with companions. (3) the airline wants to know how much revenue is generated from a flight.

#### Deliverable

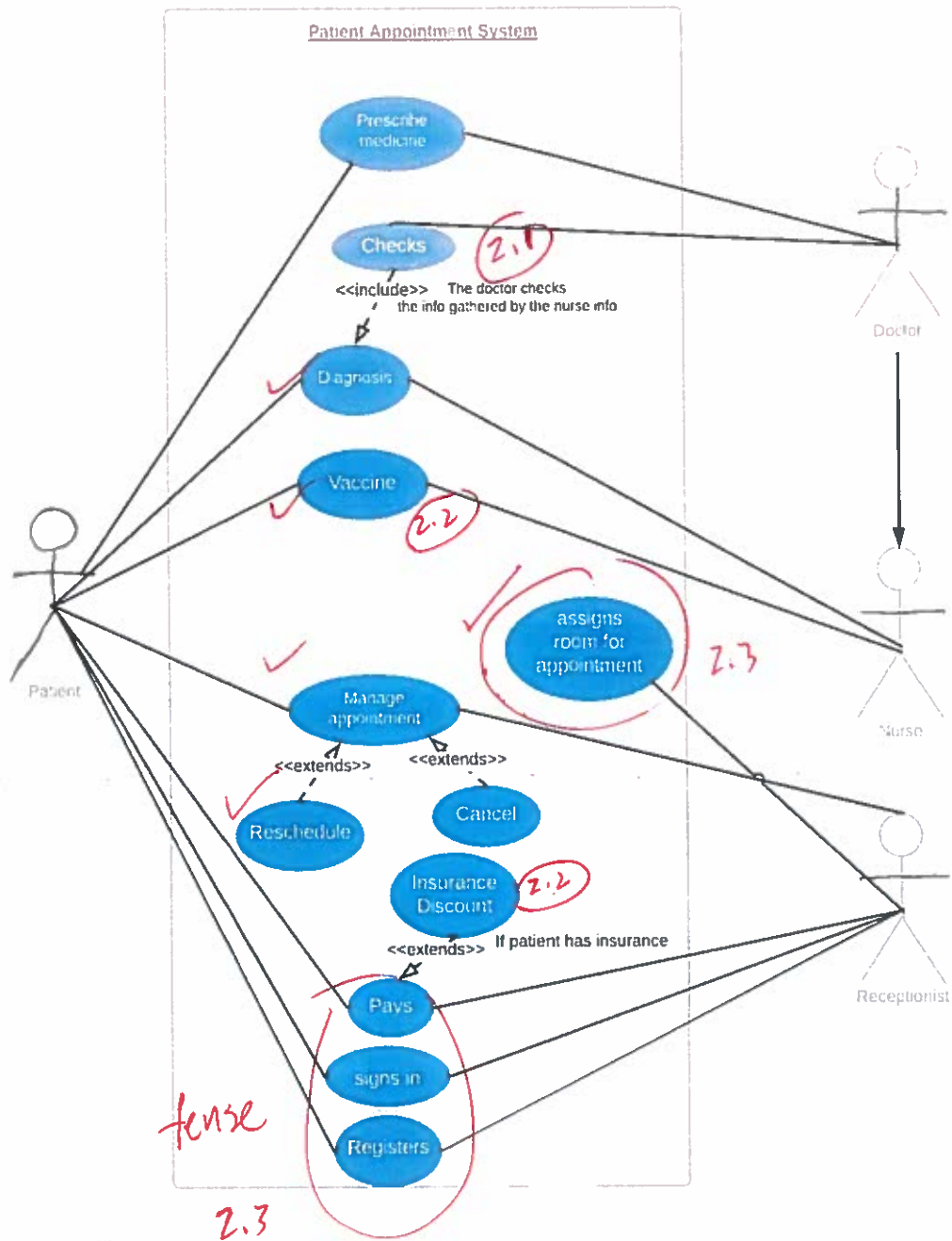
Provide a numbered list of the Actors you have modelled and a brief description of each.

	Actor	Description
1.	Doctor	Prescribe medicine, diagnosis
2.	Patient	Calls receptionists for appointments, receives treatment/medicine
3.	Receptionist	Makes appointments
4.	Nurse	Assists doctor

### 2. Use Case Diagram(s)

#### Deliverable

Provide a neat, legible, properly sized UML use case diagram(s). Accompany these with any discussion that is necessary. It is acceptable to move the diagram(s) to the next page if needed for it to be displayed optimally.



### 3. Use Case Descriptions

#### Deliverable

Provide a numbered list of use cases ordered by their priority and a brief description of each.

Priority	Use Case Title	Description
1.	Prescription	Doctor prescribes drugs to Patient

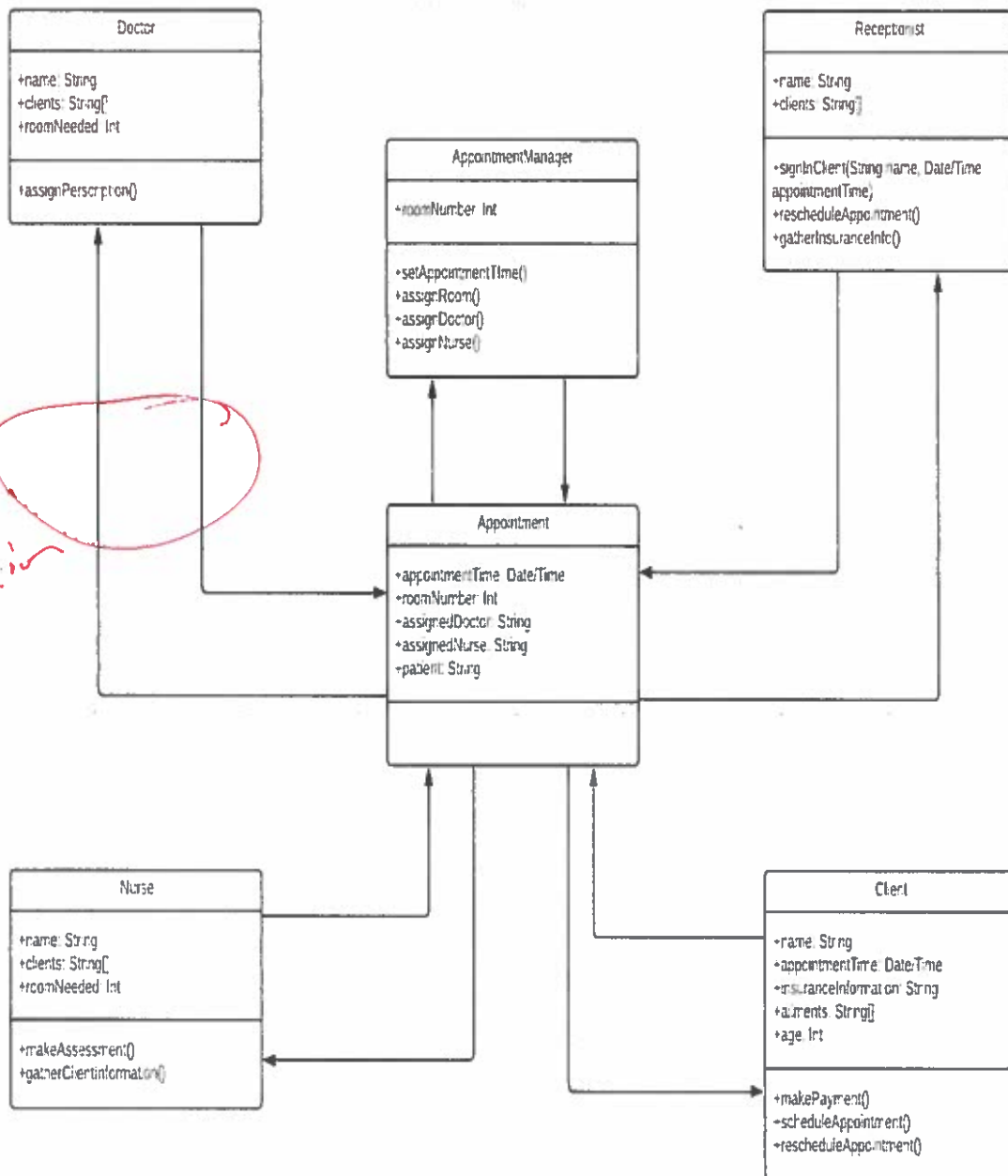
3.2

2.	Appointment	Patient sets up Appointment with Receptionist
3.	Vaccines	Nurse administers shots
4.	Assign Room	Receptionist assigns a Room to an Appointment
5.	Diagnosis	Nurse gathers Patient information.
6.	Patient Reschedule	Patient can reschedule/cancel Appointment
7.	Receptionist Reschedule	Receptionist can reschedule/cancel an Appointment
8.	Payment	Patient pays Receptionists
9.	Insurance	Receptionist gathers insurance Patient
10.	Diagnosis Check	Doctor checks information gathered by Nurse
11.	Sign in	Patient signs in with Receptionist
12.	Registration	Receptionist registers Patient

#### 4. Class Diagram

##### Deliverable

Consider the first 5 (more is fine) or so use cases and develop a neat, legible, properly sized UML class diagram(s) showing your initial design. Classes should show state and behavior. It is not important to capture every detail. Every time you look at your document, you will see new things you didn't think of before: a required instance variable, a parameter for a method, a missing method, a method in the wrong class, a new class, etc. The important point is to establish a starting point for the design.



4.1  
All association

4.2

4.3

4.4