Hope We Don't Get A C++, Inc.

Pet Rescue

Business Requirements Document

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Executive Summary

Our Pet Rescue program strives to streamline the process of matching adopters and fosterers to pets who need a home. Currently, most pet rescues and shelters manually match pets to potential owners, which can get complicated and time consuming. Our program should accurately and efficiently place pets with people who are looking to either adopt or foster. It takes into account characteristics of the pet such as: Does the pet get along with other pets? Does the pet get along with children? Is it potty trained? Pre-existing health concerns? Additionally, information about the owners and their unique families will be considered too such as allergies, children, and experience. Lastly, this program should provide helpful statistics like how many foster parents end up adopting.

Document Versioning

Date	Owner	Comment
9/12/2022	August Knox, Kaija van Zante, Lizzie Blaschke, Kathleen Shea	Draft started
9/12/2022	August Knox, Kaija van Zante, Lizzie Blaschke, Kathleen Shea	Created feature matrix and feature discussion

Project Description

Hope We Don't Get A C++ inc. is looking to enter the pet market space by creating a new pet rescue program. It will be a multiplatform program. Additionally, it is a standalone application that does not rely on the internet.

Pet Rescue uses a graphical user interface (GUI) to run the program. This will support a multitude of features. For example, it should streamline the process of adopting and fostering. It takes into account characteristics of the pet such as: Does the pet get along with other pets? Does the pet get along with children? Is it potty trained? Pre-existing health concerns? Additionally, information about the owners and their unique families will be considered. This includes factors such as the presence of allergies, children, and former pet experience. Lastly, this program should provide helpful statistics (like how many foster parents end up adopting) to help expand the agency's brand.

Features

The feature matrix enumerates the technical features required to support each of the business requirements. The discussion section provides details regarding the constraints and functionality of the feature. The ids are used for traceability. Features that can be removed should strike-through the feature id and have a comment added to identify why this feature can be removed without impacting the BRD requested functionality..

Priority Codes:
>   H - High, a must have feature for the product to be viable and must be present for launch
>   M - Medium, a strongly desirable feature but product could launch without
>   L - Low, a feature that could be dropped if needed

Feature Matrix

ID	Pri	Feature Name	Owner	Comments	Case #
s.1	H	Multiplatform	Sales		
s.2	H	Standalone Application	Sales		
ux.1	H	Database	Design		
ux.2	H	GUI Support	Design		
ux.3	M	Error Messages	Design		
e.1	H	Foster Information	Creative		
e.2	H	Adoptive Information	Creative		
e.3	H	Statistics	Creative		
e.4	M	Pet Profile	Creative		
e.5	L	Search Function	Creative		
e.6	M	Matching System	Creative		
e.7	M	Previous Owner/Foster	creative		

ID	Pri	Feature Name	Owner	Comments	Case #
		Information			
e.8	L	Editable Profiles	creative		

Feature Discussion

s.1 - Multiplatform

To support marketing and expand potential market penetration, our application should be available to use on a variety of systems.

s.2 - Standalone Application

The entirety of Matching Memory Game is a standalone app. There will be no reliance on external apps or the internet.

ux.1 - Database

Pet Rescue should be able to access a large database in order to hold large amounts of data in an efficient manner. This database should be easily accessible by anyone without any major coding experience.

ux.2 - GUI support

JAVA supports several UI toolkits but AWT, Swing, JavaFX are not sufficiently feature rich and have limited ability to produce a consistent interface across platforms. Swing has been selected as the GUI framework since the behavior is consistent across platforms and the API is stable across versions. Additionally, the actionListener features will support our GUI.

ux.3 - Error Messages

When Pet Rescue encounters issues that make the program unable to run/load/proceed, an error message that is easily understood by a human should be displayed and the program should halt until that error is addressed. The player should not have the ability to make any changes to the game when the error is being displayed.

e.1 - Foster Information

This program should streamline the process for matching foster parents to pets. This program utilizes the database to take into account different characteristics about the family and pet for the perfect match.

e.2 - Adoptive Information

e.3 - Statistics

PetRescue should be able to report various statistics after the matching occurs. It will tell the user how many matches have been made and how many foster parents end up adopting the pets they are fostering.

se.4 - Pet Profile

PetRescue should store data on the pets such as species, breed, sex, age, pre-existing health conditions, allergy-related info, previous fosters, etc. If possible, allowing fosters to write reports on animals they have fostered to aid in the adoption process could make more optimal matches in the future.

e.5 - Search Function

The search function is a feature that should allow a user to look up specific pets by name, species, adoption/foster, or other important characteristics. This is crucial if the rescue gets a specific request by a potential adopter or foster parent.

e.6 - Matching System

Pet adoption should be able to match prospective fosters or adopters with suitable pets. This feature should help pet rescue centers find matches far more easily than if searching manually, saving adoption centers time and maximizing potential adoptions.

e.7 - Previous Owner/Foster Information

The database should store the previous owner/foster information to look back on. This could be helpful if previous adopters revisit the rescue and want to adopt again. This could also be applicable to the statistics feature.

e.8 - Editable Profiles

In some cases adoptive or foster families change. For example they could have children, new allergies, or get married. Editing the profiles allows the agency to record these changes to find another great match for the family.

User Stories

Stacy is a note card using queen
But she's stressed

With over 30 notecards to keep track of
And 20 potential adoptive/foster parents
Matching has become a burden

Brenda, the inexperienced receptionist, just started at the Pet Rescue
She needs a user friendly way to help Stacy match and catalog the pets
She is not familiar with previous families that have adopted with the resucue
Looking up previous information would be helpful

Rob is lazy and wants a dog that matches his energy
His girlfriend is out of town for 3 months and he is lonely
He is looking for a foster companion for 3 months until his gf returns

Maria is a mother of two who would do anything to make her children happy. Her twin 6-year-old boys have been begging for a cat since they learned how to speak. While Maria would love to make her boys' dreams come true, she works a lot and is unsure that they can handle the responsibility. In order to make sure that a cat will fit with Maria's family's chaotic life, she is looking to foster a cat before making any grand decisions about adoption. Ideally, she would also like an older cat who is already trained and known to be kid-friendly.

Use Case 1

Name	Lookup pet
ID	UC01
Description	User looks up a pet profile
Actor	User
Organizational Benefits	Users should be able to easily lookup any pet stored in the system
Use Frequency	frequent
Triggers	User enters a command to search for a specific pet
Preconditions	The user has launched the pet adoption program
Main Success Scenario	- Program presents user with filters to apply to search - User selects a set of given filters - User executes search for pet

	● Program displays results
Extensions	
Alternative Courses	
Post Conditions	Program returns to base state after search results are displayed

Use Case 2

Name	Statistics
ID	UC02
Description	The user wants statics to present to the pet rescue
Actor	User
Organizational Benefits	The ability to use the database to tell them how many of their foster parents eventually adopt the animals they foster and other fun things
Use Frequency	Somewhat frequent
Triggers	Database command or GUI feature
Preconditions	Significant profile information about foster parents
Main Success Scenario	☐ Depending on the desired statistics the user can use the GUI to look it up or do their own database commands
Extensions	
Alternative Courses	
Post Conditions	Statistics present on command line or GUI

Use Case 3

Name	Matching System

ID	UC03
Description	User chooses a parent to match with a pet
Actor	User
Organizational Benefits	The ability to instantly see the best matches for a specific adopter/fosterer
Use Frequency	Very often
Triggers	GUI has the ability to select a parent and give the user the best matches
Preconditions	Adequate profile information for the pets and the parent has been added to the system
Main Success Scenario	☐ User selects the parent from a list or search ☐ Window with the best matches pops up
Extensions	
Alternative Courses	☐ User searches the "parent" and matches appear
Post Conditions	Matches have been made

Use Case 4

Name	Editable Profiles
ID	UC04
Description	Characteristics about the foster families may change and it is in the best interest of the pet rescue to update this information
Actor	User
Organizational Benefits	New profiles don't need to be made each time a family changes
Use Frequency	Somewhat frequent
Triggers	The user hits the edit profile button

Preconditions	The user is currently in the system
Main Success Scenario	● The user selects the edit profile feature and can change the key characteristics
Extensions	
Alternative Courses	
Post Conditions	Profile updated