Lab 6: SE 370 Software Engineering Principles

Team#: 4

Team Project Title: How to Feed Your Dragon

	First Name	Last Name	CSUSM account ID	Contribution Percentage
1	Benno	Wiedner	wiedn002	33%
2	Lily	Bailey	baile094	30%
3	Elaeth	Lilagan	lilag002	32%
4				
5				

Grading Rubrics (for instructor only):

Criteria	1. Beginning	2. Developing	3. Proficient	4. Exemplary
Use Case Diagram	0-16	16-26	27-34	35-40
	many use cases and relations are not correct	many use cases or relations are not correct	A few use cases or relations are not correct	Diagram is complete, all relations are correct
Summary level use case description table	0-5	6-9	10-14	15-20
	Missing important elements	Information provided is insufficient	Some minor issues	Information provided is sufficient and appropriate
Use case description tables for primary task use cases	0-16	16-26	27-34	35-40
	Missing important elements	Information provided is insufficient	Some minor issues	Information provided is sufficient and appropriate
Total Grade (100)				

Problems:

Each team works together on use cases for your course project.

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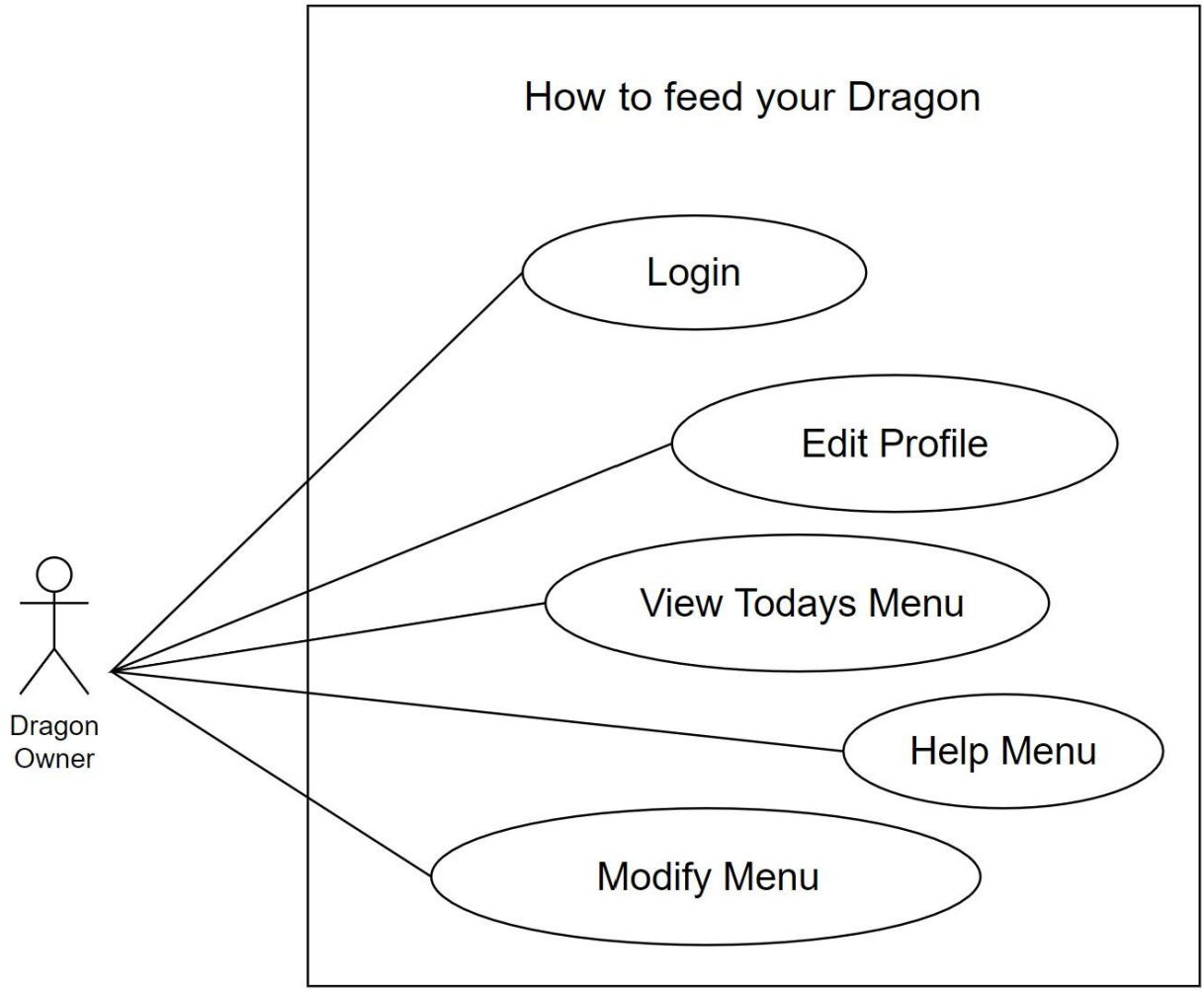
Your submission should include:

- A UML use case diagram
- The use case description table of at least one use case at the summary level
- The use case description table of multiple use cases at the primary level
- The use case description table of use cases at the sub-function level, if applicable

You should start each use case description table in a new page



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Project Name:	How to Feed Your Dragon	
User Case ID:	HTFYD_UC-001	
Use Case Name:	Summary of Use	
User Goal:	User views existing profiles or new/edit profile button	
Scope:	HTFYD	
Level:	Summary	
Primary Actor:	Bearded dragon owners	
Precondition:	Install HTFYD program	
Minimal Guarantee:	Provides generic menu	
Success Guarantee:	Permits tracking of healthy menu for users bearded dragon	
Trigger:	User opens HTFYD application	
Success Scenario:		
	Step	Action
	1	user activates program
	2	system loads login page
	3	user selects profile
	4	system loads daily menu
	5	user modifies available menu
	6	system creates new menu based on changes
	7	user feeds pet acordingly and exits program

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Project Name:	How to Feed Your Dragon	
User Case ID:	HTFYD_UC-100	
Use Case Name:	Login	
User Goal:	User views existing profiles or new/edit profile button	
Scope:	HTFYD	
Level:	Primary function	
Primary Actor:	Bearded dragon owners	
Precondition:	Install HTFYD program	
Minimal Guarantee:	Create new profile	
Success Guarantee:	Allows access to existing profile	
Trigger:	User opens HTFYD application	
Success Scenario:		
	Step	Action
	1	User activates program
	2	system displays loading page
	3	system queries existing profiles from file
	4	system displays existing profiles
Extensions:	Branching Scenarios	
	Step	Action
	3a	system cannot find existing profile
	.	system prompts <<create new profile>>
	.	continue to <<create new profile>> 1

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Project Name:	How to Feed Your Dragon	
User Case ID:	HTFYD_UC-200	
Use Case Name:	Edit Profile	
User Goal:	Modifying the profile of the selected Bearded Dragon	
Scope:	HTFYD	
Level:	Primary function	
Primary Actor:	Bearded dragon owners	
Precondition:	User has logged into the HTFYD application	
Minimal Guarantee:	No changes have been made to a profile	
Success Guarantee:	The selected profile has been updated	
Trigger:	user clicks <<edit profile>>	
Success Scenario:		
	Step	Action
	1	user selects profile to edit
	2	system calls existing profile information from file
	3	system displays existing profile information
	4	user changes desired information
	5	user clicks <<save>> button
	6	system saves profile information to file
	7	system loads <<view today's menu>>
Extensions:	Branching Scenarios	
	Step	Action
	2a	system cannot find existing profile
	.	system prompts <<create new profile>>
	.	continue to <<create new profile>> 1
	5a	user clicks <<view today's menu>> without saving
	.	system checks for changes to profile vs file
	.	system prompts user to save data
	.	user clicks confirmation to save changes
	.	system forwards user to <<view today's menu>>
	5b	user clicks <<view today's menu>> without saving
	.	system checks for changes to profile vs file
	.	system prompts user to save data

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Project Name:	How to Feed Your Dragon	
User Case ID:	HTFYD_UC-201	
Use Case Name:	Create New Profile	
User Goal:	User adds a new bearded dragon profile	
Scope:	HTFYD	
Level:	Primary Function	
Primary Actor:	Bearded dragon owners	
Precondition:	User viewing login or edit profile page	
Minimal Guarantee:	Allow access to existing profiles or menu	
Success Guarantee:	A new profile is generated in the system and saved	
Trigger:	User clicks "Create new profile" button	
Success Scenario:		
	Step	Action
	1	User clicks "create new profile" button
	2	system prompts user for information
	3	user completes input and clicks "save" button
	4	system tests for existing profile with the same name
	5	system saves new profile
	6	system forwards user to << Menu >> screen
Extensions:	Branching Scenarios	
	Step	Action
	4a	system finds existing profile with specified <<name>>
	.	system prompts user notification to change name
	.	continue to <<create new profile>> 2

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Project Name:	How to Feed Your Dragon	
User Case ID:	HTFYD_UC-300	
Use Case Name:	View Todays Menu	
User Goal:	Display the days menu for the selected bearded dragon	
Scope:	HTFYD	
Level:	Primary function	
Primary Actor:	Bearded dragon owners	
Precondition:	User selects valid bearded dragon profile	
Minimal Guarantee:	Prompt modify menu	
Success Guarantee:	Display todays menu	
Trigger:	Select a profile, Create a profile, Modified menu	
Success Scenario:		
	Step	Action
	1	system tests profile for restricted dietary items
	2	system compiles list of food stocks available
	3	system generates prioritized foods based on nutritional requirements
	4	system displays the menu for this day based on requirements
	5	system displays proper portioning for each food item
	6	user selects restricted items as they are fed to the pet
	7	system saves any feed items categorized as restricted to profile
Extensions:	Branching Scenarios	
	Step	Action
	4a	system finds existing profile with specified <<name>>
	.	system prompts user notification to change name
	.	continue to <<create new profile>> 2

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Project Name:	How to Feed Your Dragon	
User Case ID:	HTFYD_UC-400	
Use Case Name:	Help menu	
User Goal:	Assist users with utilizing the app	
Scope:	HTFYD	
Level:	Primary Function	
Primary Actor:	Bearded dragon owners	
Precondition:	Opened HTFYD	
Minimal Guarantee:	no help page is displayed	
Success Guarantee:	display useful information regarding the app	
Trigger:	User clicks the help button on any page	
Success Scenario:		
	Step	Action
	1	User clicks "Help" button
	2	system reads help file for relevant page
	3	system displays help file for relevant page
	4	user clicks "exit" button
	5	system returns user to previous menu
Extensions:	Branching Scenarios	
	Step	Action
	2a	system cannot find any help file
	.	system returns to <<Help menu>> 5
	3a	system cannot find relevant help file
	.	system displays generic help file
	.	system returns to <<Help menu>> 5

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Project Name:	How to Feed Your Dragon	
User Case ID:	HTFYD_UC-500	
Use Case Name:	Modify Menu	
User Goal:	Editing the available foods of the bearded dragon	
Scope:	HTFYD	
Level:	Primary Function	
Primary Actor:	Bearded dragon owners	
Precondition:	Profile must be created	
Minimal Guarantee:	display list of edible foods without modification	
Success Guarantee:	user is able to add/delete products from the list	
Trigger:	User toggles check boxes within a scrollable list	
Success Scenario:		
	Step	Action
	1	system reads file containing a list of foods
	2	system displays list of foods with check boxes for interaction
	3	user selects boxes of available food stuffs
	4	user selects <<save>> button
	5	system checks boolean values for each checkbox and saves
	6	system generates daily menu utilizing foods "on hand"
Extensions:	Branching Scenarios	
	Step	Action
	1a	system cannot locate file containing foods list
	.	system prompts user to reinstall application
	3a	user does not interact with check boxes
	.	system provides "default" list for menu
	4a	user does not interact with check boxes but saves
	.	system provides "default" list for menu