UC-SSF-0601: Return to port

> **Warning**
>
> As we are currently in the planning phase, please be aware that there may be changes to the use cases. Adjustments or revisions may occur as the project progresses.

1. Use Case Description

This use case describes the process where a small-scale **fisher logs their arrival at a port** using the Small Scale Fisheries Application. This process helps confirmation from the fishing authorities for the arrival of the vessel at the port.

1.1. Goal

This detailed use case covers the steps involved in logging an arrival at the port in the Small Scale Fisheries Application, including port of arrival, confirmation of the port of arrival and date and time of the arrival.

1.2. Pre-conditions

1. Fisher is having an **active fishing trip** recorded in the application.
2. Fisher has **submitted fishing activity logbook.**

1.3. Post-conditions

1. Confirmation received from the FMC for the arrival at the port.

1.4. Trigger Event(s)

1.4.1. Primary Actor:

1. Fisher

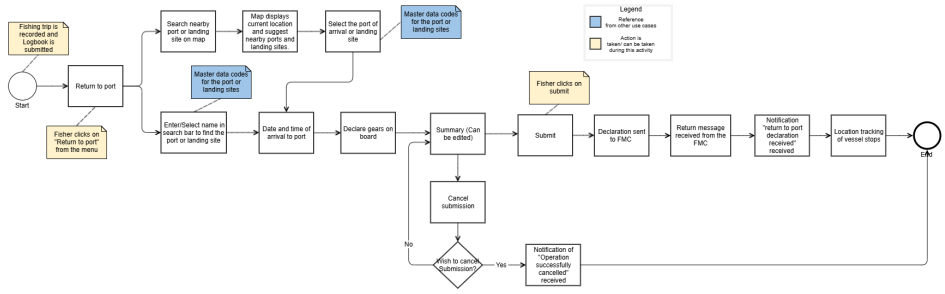
1.4.2. Secondary Actor(s):

1. Application
2. FMC

2. Use Case Details

> **In the activity diagram below:**
>
> References form other use cases are marked in "BLUE"
>
> Action is taken or can be taken during this activity are marked in "YELLOW"

2.1. Activity Diagram



2.2. Primary Path

Step ID	Actor	Action	Notes and References

PF-1	Fisher	The flow is triggered by clicking on "Return to port" from the main menu by the fisher.	
PF-2	Application	Application opens the interface "Return to port".	
PF-3	Application	Application asks fisher to **select the arrival to port** either of two options: 1. To enter or select the name of the port of arrival from the search bar to find the port or landing site. or 2. Search nearby port or landing site on map.	**AF-1: Search nearby port or landing site on map.** **Refer to Master Data codes for the ports and landing sites.**
PF-4	Fisher	Fisher goes with option 1 and enters the name in the search bar and selects the port or landing site.	
PF-5	Application	Application asks to **enter date and time of arrival** to port and displays calendar to select the date.	
PF-6	Fisher	Fisher selects the date and enters time of arrival.	
PF-7	Application	Asks fisher to declare gears on board	
PF-8	Fisher	From the dropdown selects the gears they have on-board.	
PF-9	Application	Displays summary page to review the information and can be edited in case of any changes.	
PF-10	Application	Application displays the options submit and cancel.	**AF-2: Cancel Submission**
PF-11	Fisher	Fisher clicks on **submit request.**	
PF-12	Application	Application sends the declaration to the FMC.	
PF-13	FMC	Application receives **return message from the FMC.**	
PF-14	Application	Fisher receives the notification "**return to port declaration received"** and the flow ends.	

2.3. Alternative Path(s)

2.3.1 AF-1: Search nearby port or landing site on map.

Step ID	Actor	Action	Notes and References
AF-A1		The entry point is PF-3 of Primary Flow.	
AF-A2	Fisher	The alternate flow is executed if fisher selects option 2. Search nearby port or landing site on map.	
AF-A3	Application	Application displays **map with current location and suggest nearby ports** and landing sites.	
AF-A4	Fisher	Fisher **selects the port of arrival or landing site** from the map and displays it.	**Refer to Master Data codes for the ports and landing sites.**
AF-A5	Application	Then application returns to step PF-5 of primary path, all the steps till PF-14 of primary path is followed and flow ends.	**PF-5 of primary path**

2.3.2 AF-2: Cancel Submission

Step ID	Actor	Action	Notes and References
AF-A1		The entry point is PF-10 of Primary Flow.	
AF-A2	Fisher	The alternate flow is executed if fisher clicks on cancel submission.	
AF-A3	Application	Application asks fisher, if fisher **wish to cancel submission.**	**EF-1: Wish to cancel the submission**
AF-A4	Fisher	Fisher does not wishes to cancel and selects no.	
AF-A5	Application	Then application returns to step PF-9 of primary path, all the steps till PF-14 of primary path is followed and flow ends.	

2.4. Exception Path(s)

2.4.1 EF-1: Wish to cancel the submission

Step ID	Actor	Action	Notes and References

EF-A1		The entry point is AF-A3 of alternate flow AF-2.	
EF-A2	Fisher	The exception flow is executed if fisher wishes to cancel the submission and clicks yes.	
EF-A3	Application	Fisher receives the notification "**operation successfully cancelled**" and the flow ends.	

3. **Use Case Realisation**

3.1. Data Attributes

> **Warning**
>
> As we see some changes in the use cases, same will be reflected in the data attributes. It is still in planning phase and are subjected to change.

Entity/Field Name	Data Type	Description	Attributes	Remarks
Type	Code	A code describing the type of Fishing_ Activity	*listID*=FLUX_FA_TYPE value= ARRIVAL	
Occurrence	Date Time	UTC Date and time of exit		
Reason	Code	The code specifying the reason for the arrival/returning to port	*ListID*= FA_REASON_ARRIVAL	
SpecifiedFishing_ Trip	Assoc.	The reference to the trip in which this activity took place.	*SchemeID*= EU_TRIP_ID *ListID*= FISHING_TRIP_TYPE	
RelatedFLUX_ Location	Assoc.	A FLUX_ Location related to this fishing activity	ListID=FLUX_LOCATION_TYPE The identifier of a country schemeID=TERRITORY listID=FLUX_LOCATION_CHARACTERISTIC **Area:** schemeID=FAO_AREA schemeID=STAT_RECTANGLE schemeID=EFFORT_ZONE schemeID=MANAGEMENT_AREA **Port:** schemeID=LOCATION schemeID=FARM **RFMO:** listID=RFMO	At least the port of arrival (in case arriving in a port) or other location on the MDR location list. If the location is not on the MDR code list, use the closest relevant MDR location. In such case is recommended to use in addition the Type=POSITION to specify the exact position of the arrival. Other occurrences: optional, to indicate the area, position etc.
SpecifiedFishing_ Gear		The gear on board the vessel at arrival	listID= GEAR_TYPE listID=FA_GEAR_ROLE UsedFishing_ Gear value=DEPLOYED; Type=FISHING_OPERATION value=ONBOARD when the FishingActivity Type=DEPARTURE, ARRIVAL	Use in case of gear on board at arrival.

3.2 Data model

3.3. Pseudocode

3.4. User Interface

4. **Impact and Risks**

4.1. Impact

4.2. Risks

5. Test Cases