**User Requirements Specifications**

V2

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**Introduction**

An animal shelter which keeps and takes care of stray and abandoned animals wants a software application with RFID to organize and handle the information of its animals. This application has information about the shelter (name, address, telephone number and e-mail address) and its animals (number, descriptions and sometimes owner’s information) and functions which can calculate how much a previous or new owner should pay. It also includes some facilities for maintaining the information, searching though the information and generating overview reports.

In addition, a person can be registered in this application as being the owner of several animals. Depending on its quality, the application might be adopted by other animal shelters.

**Problems**

1. The shelter cannot organize the information about its animals.
2. The shelter cannot access the information about its animals immediately.
3. It takes long time to calculate the fee.
4. It cannot check the last date each dog has been walked.

**Must requirements**

1. The application can add, save and delete information about the shelter and its animals.
2. It can access the animals’ information rapidly by scanning RFID tag.
3. It can calculate the fee.
4. It can replace a previous owner for a new owner.
5. It can search though the information.
6. It can create overview report.

**Wouldn’t requirements**

1. It cannot find owners.

**Use Cases**

**Use Case ID**

2.1

**Use Case Name**

Animals Registration

**Goal**

Registering the animals for the shelter.

**Actor**

User (Shelter Volunteer)

**Pre-Condition**

Animals are tagged with a RFID-chip.

**Main Course**

1. User scans RFID of the animal.
2. System checks if animal is already registered.
3. System displays types of animals.
4. User chooses which type of animal is about to be registered.
5. System displays a form for that animal.
6. User enters available information onto the form.
7. System updates with the entered information.
8. System displays the current animal’s information.
9. Animal is registered.

**Extension**

2a. Animal has already been registered.

1. System updates the check-in date for the current animal.
2. System displays the current animal’s information.
3. Exit Use-Case

**Use Case ID**

2.2

**Use Case Name**

Animal Adoption

**Goal**

Registering an animal with a new owner.

**Actor**

User (Shelter Volunteer)

**Pre-Condition**

Animal registered.

**Main Course**

1. User scans RFID of animal for adoption.
2. System scans the identification and searches for the animal information.
3. System check if the animal has been in the shelter for more than 20 days.
4. User proceeds to registration.
5. User inputs client information.
6. System checks client details.
7. System registers client.
8. System calculates and displays amount to be paid, based on kind of animal.
9. The user inputs amount paid.
10. The system registers the animal to the new owner and displays “Processed” message.

**Extensions**

3a. Animal is in the shelter for less than 20 days.

1. System displays “Cannot be adopted”.

2. Go back to step 1 or exit the use case.

5a. Client has already been registered.

1. System retrieves client information
2. Proceed to step 7.

**Use Case ID**

2.3

**Use Case Name**

Animal Reclaiming

**Goal**

Animal has previous owner registered to it.

**Actor**

User (Shelter Volunteer)

**Main Course**

1. User selects animal for reclaiming.
2. System displays animal information.
3. User confirms client is previous owner of animal.
4. System calculates and displays amount to be paid, based on kind of animal and time of stay in shelter.
5. User makes the payment.
6. The user confirms that the amount has been paid.
7. System displays “Processed” message.

**Extensions:**

2a. Animal has already been adopted

1. Animal reclaiming impossible. System displays “Too late” message.
2. Exit use case.

5a. Payment is cancelled by the user.

1. Reclaiming is cancelled
2. Exit use case.

**Use Case ID**

2.4

**Use Case Name**

Walking the Dogs

**Goal**

Registering last walk-day of dogs

**Actor**

User (Shelter Volunteer)

**Post-Condition**

Last walk-day information of the dogs is updated

**Main Course**

1. User proceeds to the screen for dogs to be walked.
2. System displays all dogs last walk-day from not recent to most recent order.
3. User selects dogs to be walked or scans the dog’s RFID.
4. System updates the selected dogs last walk-day to the current date.