

Use Case Diagram: Drink Meister

Name: Handle drink order

Participating actor: Drink meister

Entry condition:

- Drink meister has successfully logged in
- Drink queue is not empty

Exit condition:

- Drink is served to the user

Event Flow:

1. Drink meister selects drink to prepare from the drink queue
2. Tournament receives money for drink
3. Drink meister prepares selected drink
4. Drink meister transfers drink to player

