

## Use Case Diagram: Manager

*Name:* Remove drink

*Participating actor:* Manager

*Entry condition:*

- Manager has successfully logged in
- Manager is viewing the current drinks

*Exit condition:*

- Menu removes the chosen drink.
- Manager cancels removing the drink

*Event Flow:*

1. Manager removes drink from menu.
2. Manager confirms removal
3. Tournament removes drink from menu
4. Tournament displays the updated menu.

