Use Cases

for

WaitrApp

Version 1.0 approved

Prepared by Group W:

LUT course: CT70A2000 Requirements Engineering of Autumn 2021

13.10.2021

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Version history

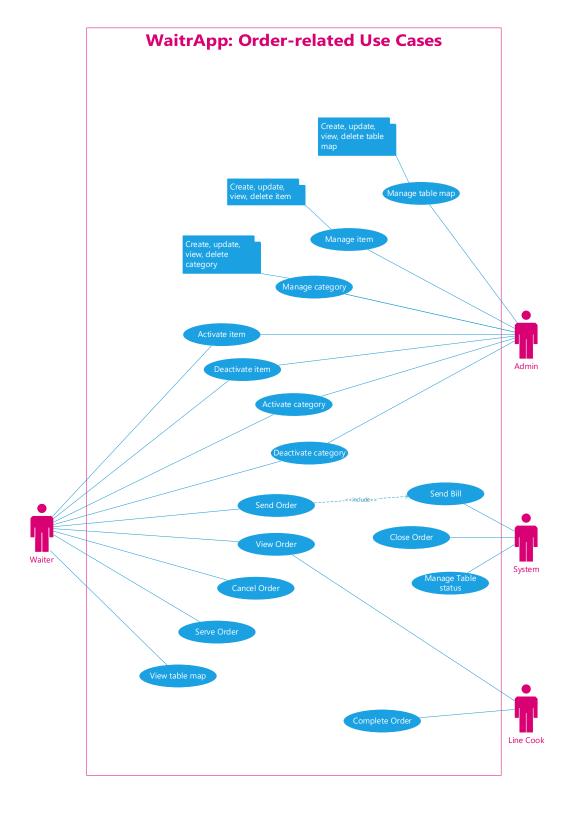
Name	Date	Reason For Changes	Version
Group W Designer	20.09.2021	Initial Draft	0.1
Group W Designer	29.09.2021	Use cases added according to use case diagram	0.2
Group W Designer	01.10.2021	Use case updates	0.3
Group W Designer	04.10.2021	Final document with Included number references inside the use cases, modified descriptions where necessary, table formatting.	0.4
Group W Designer	08.10.2021	Developer sign-off	0.5
Group W Designer	13.10.2021	Document approvals with customer	1.0

1.1. Actors, Goals and Use Case Briefs

Actors	Description	
Admin	This actor is admin of the system. This actor will have the permission to manage all accounts, items, categories in the system.	
Waiter	This actor is the waiter of the restaurant. This actor will have the permission to manage all orders in the system	
Line Cook	This actor is the line cook of the restaurant. This actor will have the permission to view and complete the orders in the system	
POS system	This is external system. This external system will process the payment of all orders.	

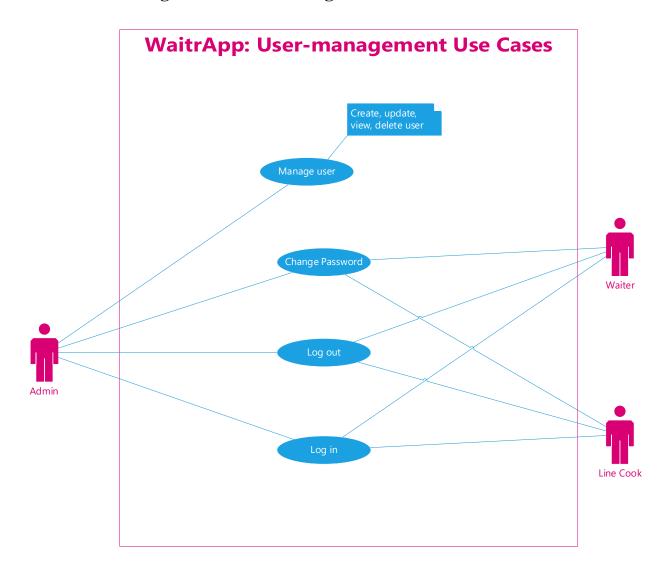
1.2. Use Case Diagram

1.2.1 Order-related Use Case diagram



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1.2.2 User-management Use Case diagram



1.3. Use Case Specifications

This section covers the system's functional requirements which detail what the system must do in terms of input, behavior and the expected output. It elicits the interaction between the actor(s) and the system, the system's behavior and the results of their interactions.

1.3.1 UC 1: Send Order

Use Case Identification	Use Case Identification and History			
Use Case ID:	UC 1			
Use Case Name:	Send Order	Version No:	1.1	
End Objective:	This use case allows a waiter to send an order to the line cook.			
Created by:		On (date):	29.09.2021	
Last Update by:	On (date): 04.10.2021			
Approved by:	On (date): 13.10.2021			
User/Actor:	Waiter			
Business Owner		Contact	wendy@vegburgers.co	
Name:		Details:		
Trigger:	 Waiter selects a table from table map OR Waiter selects to create an order 			
	Waiter selects to create an order			
Frequency of Use:	High			

Preconditions

• The actor must be logged into the application.

Basic Flow			
Step	User Actions	System Actions	
1	The actor selects one table	The system displays category list via UC 12: Manage Category (Basic Flow 3)	
2	The actor selects item and submits quantity	The system adds item to the order with corresponding quantity.	
3	Repeat step 2 for all desired items in the order.		
4	The actor confirms order	The system creates an order for selected table in Step 1	
		• The system changes the status of selected table via UC 6: Manage Table Status	

Basic Flow			
Step	User Actions	System Actions	
5		The system sets the order status = "IN PROGRESS"	
		• The system displays "The order has been sent successfully" message.	
		• The system creates a bill via UC 5: Send Bill for the corresponding order.	
		The system sends the order to the line cook.	

Alternat table)	Alternate Flow 1- Step 1 (Basic flow): The actor selects to create order (without selecting any table)				
Step	User Actions	System Actions			
1a	The actor selects to create an order	The system displays category list via UC 12: Manage Category			
Continue	with step 2,3 as in Basic flow				
4a	The actor sends order The system creates an order (no table is assigned)				
Continue with step 5 as in Basic flow. Alternate Flow 2- Step 2 (Basic flow): The actor may deselect the selected items					
Step					
2b	The actor deselects selected items.	The system removes corresponding items from order.			
Alternat	e Flow 3- Step 4 (Basic flow): Ther	re is no item selected when the actor sends order			
Step	User Actions	System Actions			
4b	The actor sends order	 The system prompts an error message and ask to select item(s). The use case resumes at basic flow, step 2 			

- An order with OrderID has been created successfully
- The order has been sent to the line cook.

Includes or Extension Points

Include use cases:

- UC 5: Send Bill
- UC 6: Manage Table Status
- UC 12: Manage Category

Special Requirements

Business Rules

BR1.1: Only table having status = "AVAILABLE" can be selected in step 1 (Basic flow)

BR1.2: Only items having status = "ACTIVE" can be selected in step 2 (Basic flow)

Other Notes	(Assumptions	, Issues)
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1.3.2 UC 2: View Order

Use Case Identification and History			
Use Case ID:	UC 2		
		1	
Use Case Name:	View Order Version No: 1.0		
End Objective:	This use case allows user to view the details of an existing Order		
Created by:	On (date): 29.09.2021		
Last Update by:		On (date):	29.09.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Waiter, Line Cook		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	Actor selects to view an existing order (from order list)		
Frequency of Use:	High		

Preconditions

- The actor must be logged into the application.
- There is at least one order in the system with the status "IN PROGRESS"

Basic Flow		
Step	User Actions	System Actions
1	The actor selects to view the order detail	The system displays the order details in view mode.

Post conditions

• The detailed information of the order is displayed in view mode.

1.3.3 UC 3: Complete Order

Use Case Identification	Use Case Identification and History			
Use Case ID:	UC 3			
TI G N		¥7 • ¥7		
Use Case Name:	Complete Order	Version No:	1.1	
End Objective:	This use case allows a Line Cook to mark	order as complet	ed.	
Created by:	On (date): 29.09.2021			
Last Update by:		On (date):	04.10.2021	
Approved by:		On (date):	13.10.2021	
User/Actor:	Line Cook			
Business Owner		Contact	wendy@vegburgers.co	
Name:		Details:		
Trigger:	Actor selects to complete the order			
Frequency of Use:	High			

Preconditions

- The actor must be logged into the application.
- The order status = "IN PROGRESS"

Basic Flow	Basic Flow				
Step	User Actions	System Actions			
1	The actor selects to view detailed order via UC 2: View Order	The system triggers UC 2: View Order			
2	The actor selects to complete order	The system sets the order status = "READY TO SERVE"			

Post conditions

The order's status has been changed to "READY TO SERVE"

Includes or Extension Points

Include use cases:

• UC 2: View order

1.3.4 UC 4: Serve Order

Use Case Identification	and History		
Use Case ID:	UC 4		
Use Case Name:	Serve Order	Version No:	1.1
End Objective:	This use case allows a Waiter to serve ord	ler.	
Created by:		On (date):	29.09.2021
Last Update by:		On (date):	04.10.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Waiter		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	Actor selects to serve the order		
Frequency of Use:	High		

Preconditions

- The actor must be logged into the application.
- The order status = "READY TO SERVE"

Basic Flow		
Step	User Actions	System Actions
1	The actor selects to view detailed order via UC 2: View Order use case	The system triggers UC 2: View Order use case
2	The actor selects to serve order	The system sets the order status = "SERVED"

Post conditions

The order's status has been changed to "SERVED"

Includes or Extension Points

Include use cases:

• UC 2: View order

1.3.5 UC 5: Send Bill

Use Case Identification and History

Use Case ID:	UC 5			
Use Case Name:	Send Bill	Version No:	1.0	
End Objective:	This use case allows the system to send a	bill of an order to	POS system	
Created by:		On (date): 29.09.2021		
Last Update by:		On (date):	29.09.2021	
Approved by:		On (date):	13.10.2021	
User/Actor:	System			
Business Owner		Contact	wendy@vegburgers.co	
Name:		Details:		
Trigger:	System creates a new order			
Frequency of Use:	High			

Preconditions

N/A

Basic Flow		
Step	User Actions	System Actions
1	N/A	The system creates a new order
2	N/A	The system retrieves information of the order and creates a bill accordingly.
		• The system sets the bill status = "UNPAID"
3	N/A	The system sends the bill information to the POS system

Post conditions

The bill is sent to POS successfully

Business Rules

BR 5.1: API information of POS to send bill in Step 3:

- POST /api/pos HTTP/1.1
- Host: host:port
- Content-Type: application/json
- Data:
 - o BillID
 - o Total Amount

1.3.6 UC 6: Manage Table Status

Use Case Identification	and History		
Use Case ID:	UC 6		
Use Case Name:	Manage Table Status	Version No:	1.1
End Objective:	This use case allows the system to change	the status of tabl	e
Created by:		On (date):	29.09.2021
Last Update by:		On (date):	04.10.2021
Approved by:		On (date):	13.10.2021
User/Actor:	System		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	• The waiter selects table OR		
	 The waiter sends order OR 		
	• The system sets order's status = "	CLOSED"	
Frequency of Use:	High		

Preconditions

The system sets default status of table = "AVAILABLE"

Basic Flow		
Step	User Actions	System Actions
1	The waiter selects table via UC 1: Send Order use case	The system sets status of table = "HOLDING"
2	The waiter sends order via UC 1: Send Order use case	The system sets status of table = "OCCUPPIED"
3	N/A	 The system sets status of order = "CLOSED" via UC 7: Close Order use case The system sets status of table = "AVAILABLE"

Post conditions

The table status is changed successfully.

Business Rules

BR 6.1: In step 2 (basic flow), the status of table would remain "OCCUPPIED" when the order's status is follows:

- IN PROGRESS
- READY TO SERVE
- SERVED

Includes or Extension Points

Include use cases:

UC 1: Send orderUC 7: Close Order

1.3.7 UC 7: Close Order

Use Case Identification	and History		
Use Case ID:	UC 7		
Use Case Name:	Close Order	Version No:	1.0
End Objective:	This use case allows the system to close as	n order	
Created by:		On (date):	29.09.2021
Last Update by:		On (date):	29.09.2021
Approved by:		On (date):	13.10.2021
User/Actor:	POS System		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	POS processes the payment		
Frequency of Use:	High		

Preconditions

The order's status = "SERVED"

Basic Flow		
Step	User Actions	System Actions
1	POS processes the payment and send the response to the WaitrApp	 The system sets the status of corresponding bill as "PAID" The system sets the status of corresponding order as "CLOSED"

Post conditions

- The order status is changed successfully
- The bill status is changed successfully

Business Rules

BR 7.1 Transaction Info that the system is received from POS (Step 1 – basic flow) includes:

- Bill ID
- Status of transaction: Successful or Fail
- Date time complete the transaction

BR 7.2 The order with status "CLOSED" cannot be modified, served, completed or canceled. User can only view a "CLOSED" order

1.3.8 UC 8: Cancel Order

Use Case Identification	and History		
Use Case ID:	UC 8		
Use Case Name:	Cancel Order	Version No:	1.1
End Objective:	This use case allows the waiter to cancel a	n order	
Created by:	On (date): 29.09.2021		29.09.2021
Last Update by:		On (date):	04.10.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Waiter		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	The actor chooses to cancel an order		
Frequency of Use:	Medium		

Preconditions

The order's status = "IN PROGRESS"

Basic Flow		
Step	User Actions	System Actions
1	The actor chooses to cancel an order	The system sets the status of the order as "CANCELLED"
		The system sets the status of the bill of corresponding order as "CANCELLED"
		• The system informs the POS system that the bill is cancelled

Post conditions

- The order status is changed successfully
- The bill status is changed successfully

• The bill is cancelled in the POS system

Business Rules

BR 8.1 The order with status "CANCELLED" cannot be modified, served, completed, or closed. User can only view a "CANCELLED" order

Other Notes (Assumptions, Issues,)

Assumptions:

- The system will not be responsible for any conflicts if the food is under preparation when the action "Cancel Order" happens.
- The decision to cancel the order completely depends on the real situation and the person who makes the decision.

1.3.9 UC 9: Manage Item

Use Case Identification	and History		
Use Case ID:	UC 9		
			<u></u>
Use Case Name:	Manage Item	Version No:	1.1
End Objective:	This use case allows the admin to manage items. Includes view a list of items, create item, update item and delete item.		
Created by:		On (date):	29.09.2021
Last Update by:		On (date):	04.10.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Admin		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	The actor chooses to manage an item.		
Frequency of Use:	Medium		

Preconditions

The actor must be logged into the application using admin credentials.

Basic Flow		
Step	User Actions	System Actions
1. Cre	ate Item	
1.1	The actor chooses the option to create a new item	The system displays corresponding user interface view
1.2	The actor inputs data for the new item and chooses to save.	The system validates data
1.3	N/A	The system creates new item with the input data
2. Upo	late Item	
2.1	The actor selects to update item	The system displays corresponding user interface view
2.2	The actor inputs new data and chooses to save	The system validates data
2.3	N/A	The system updates the item with the input data
3. Vie	w Item list	,
3.1	The actor selects to view item list	The system displays corresponding user interface view
4. Del	ete Item	
4.1	The actor selects to delete item	The system displays confirmation dialog
4.2	The actor confirms to delete item	The system deletes item.

Altern	Alternative Flow			
1a. Cr	1a. Create Item: System validates data fail (Step 1.2 – Basic Flow)			
1a.3	N/A	The system displays error message.		
2a. Up	2a. Update Item: System validates data fail (Step 2.2 – Basic Flow)			
2a.3	N/A	The system displays error message.		
4a. De	4a. Delete Item: The actor chooses not to delete item (Step 4.2 – Basic Flow)			
4a.2	The actor selects not to delete the item	The system goes back to the screen where the user stands in step 4.1 – basic flow.		

- 1. A new item is created
- 2. The item is updated
- 3. The list of items is displayed
- 4. The item is deleted

Business Rules

BR 9.1 (Step 1.1 – Basic Flow) The system will load the Create Item screen

BR 9.2 (Step 2.1 – Basic Flow) The system will display the Item screen in edit mode

BR 9.3 (Step 1.2, 2.2 – Basic Flow) Validation Rules:

- If any mandatory field is blank, the system will display message "Please input in this field" under this field
- If the Item name is existed, system shows error message "This name is existed"

1.3.10UC 10: Activate Item

Use Case Identification and History			
Use Case ID:	UC 10		
Use Case Name:	Activate Item	Version No:	1.0
End Objective:	This use case allows the actor to activate an item		
Created by:		On (date):	29.09.2021
Last Update by:		On (date):	29.09.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Admin, Waiter		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	The actor chooses to activate item		
Frequency of Use:	Medium		

Preconditions

• The actor must be logged into the application.

• The item's status = "INACTIVE"

Basic Flow			
Step	User Actions	System Actions	
1	The actor selects an item to activate	The system displays confirmation dialog	
2	The actor confirms to activate the item	The system sets the status of selected item = "ACTIVE"	

Post conditions

1. Item status is "ACTIVE" and can be added to orders

1.3.11 UC 11: Deactivate Item

Use Case Identification	Use Case Identification and History		
Use Case ID:	UC 11		
Use Case Name:	Deactivate Item	Version No:	1.1
End Objective:	This use case allows the actor to deactivate an item		
Created by:	On (date): 29.09.2021		
Last Update by:		On (date):	04.10.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Admin, Waiter		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	The actor chooses to deactivate item		
Frequency of Use:	Medium		

Preconditions

- The actor must be logged into the application.
- The item's status = "ACTIVE"
- The item does not belong to any orders having status = "IN PROGRESS"

Basic Flow			
Step	User Actions	System Actions	
1	The actor selects an item to deactivate	The system displays confirmation dialog	

Basic Flow	Basic Flow		
Step	User Actions	System Actions	
2	The actor confirms to deactivate the item	The system sets the status of selected item = "INACTIVE"	

Post conditions	
1. Item status is "INACTIVE" and cannot be added to orders	

1.3.12 UC 12: Manage Category

Use Case Identification	Use Case Identification and History			
Use Case ID:	, , , , , , , , , , , , , , , , , , ,			
Use Case Name:	Manage Category	Version No:	1.1	
End Objective:	This use case allows the admin to manage the category including view a list of categories, create category, update category and delete category.			
Created by:		On (date):	29.09.2021	
Last Update by:		On (date):	04.10.2021	
Approved by:		On (date):	13.10.2021	
User/Actor:	Admin			
Business Owner		Contact	wendy@vegburgers.co	
Name:		Details:		
Trigger:	The actor chooses to manage the category.			
Frequency of Use:	Medium			

Preconditions The actor must be logged into the application.

Basic Flow			
Step	User Actions	System Actions	
1. Crea	ate Category		
1.1	The actor chooses the option to create a new category	The system displays corresponding UI view	
1.2	The actor inputs data	N/A	
1.3	The actor views item list via Manage Item use case (Basic Flow 3)	The system triggers Manage Item use case (Basic Flow 3)	

Basic Flow			
Step	User Actions	System Actions	
1.4	The actor selects items to include in the category and choose to save	The system validates data	
1.5	N/A	The system creates new category	
2. Upd	late Category		
2.1	The actor selects to update category	The system displays corresponding UI view	
2.2	The actor inputs data	N/A	
2.3	The actor views item list via UC 9: Manage Item (Basic Flow 3)	The system triggers UC 9: Manage Item (Basic Flow 3)	
2.4	The actor selects items to include in the category and choose to save	The system validates data	
2.5	N/A The system update category		
3. Viev	w Category list		
The actor selects to view category list		The system displays corresponding screen	
4. Dele	ete Category		
4.1	The actor selects to delete category	The system displays confirmation dialog	
4.2	The actor confirms to delete category	The system delete category.	

Altern	Alternative Flow				
1a. Cr	1a. Create Category: System validates data fail (Step 1.4 – Basic Flow)				
1a.5	1a.5 N/A The system displays error message.				
2a. Up	2a. Update Category: System validates data fail (Step 2.4 – Basic Flow)				
2a.4	The system displays error message.				
4a. Delete Item: The actor chooses not to delete category (Step 4.2 – Basic Flow)					

Alternative Flow		
4a.2	The actor selects not to delete the category	The system goes back to the screen where the user stands in step 4.1 – basic flow.

- **5.** A new category is created
- **6.** The category is updated
- 7. The list of categories is displayed
- **8.** The category is deleted

Includes or Extension Points

UC 9: Manage item

Special Requirements

N/A

Business Rules

BR 12.1 (Step 1.1 – Basic Flow) The system will load the Create Category screen

BR 12.2 (Step 2.1 – Basic Flow) The system will display the Category screen in edit mode

BR 12.3 (Step 1.4, 2.4 – Basic Flow) Validation Rules:

- If any mandatory field is blank, the system will display message "Please input in this field" under this field
- If the Item name is already in use, system shows error message "This name is in use"

1.3.13 UC 13: Activate Category

Use Case Identification and History			
Use Case ID:	UC 13		
Use Case Name:	Activate Category	Version No:	1.0
End Objective:	This use case allows the actor to activate a category		
Created by:		On (date):	29.09.2021
Last Update by:		On (date):	29.09.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Admin, Waiter		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	The actor chooses to activate category		

Frequency of Use: Medium		1 MCGIUIII
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Preconditions

- The actor must be logged into the application.
- The category's status = "INACTIVE"

Basic Flow		
Step	User Actions	System Actions
1	The actor selects a category to activate	The system displays confirmation dialog
2	The actor confirms to activate the category	The system sets the status of selected category = "ACTIVE"

Post conditions

The category's status is changed successfully to "ACTIVE"

Business Rules

BR 13.1 The status of the category will not impact to the status of items and vice versa.

1.3.14 UC 14: Deactivate Category

	O V		
Use Case Identification	Use Case Identification and History		
Use Case ID:	UC 14		
Use Case Name:	Deactivate Category	Version No:	1.0
	Deactivate Category		
End Objective:	This use case allows the actor to deactivat	a a catagory	
	This use case allows the actor to deactivat	e a category	
Created by:	On (date): 29.09.2021		
Last Update by:	On (date): 29.09.2021		29.09.2021
Approved by:	On (date): 13.10.2021		
User/Actor:	Admin William		
	Admin, Waiter		
Business Owner		Contact	wendy@vegburgers.co
Name:	Details:		
Trigger:	The actor shooses to deactive to establish		
	The actor chooses to deactivate category		
Frequency of Use:	Madiana		
	Medium		

Preconditions

- The actor must be logged into the application.
- The category's status = "ACTIVE"

Basic Flow	Basic Flow				
Step	User Actions	System Actions			
1	The actor selects a category to deactivate	The system displays confirmation dialog			
2	The actor confirms to deactivate the category	The system sets the status of selected category = "INACTIVE"			

The category's status is changed successfully to "INACTIVE"

Includes or Extension Points

Special Requirements N/A

Business Rules

BR 14.1 The status of the category will not impact to the status of items and vice versa.

1.3.15 UC 15: Manage User

Use Case Identification	and History		
Use Case ID:	UC 15		
Use Case Name:	Manage User	Version No:	1.1
End Objective:	This use case allows the admin to manage users, create user, update user and delete	•	ncluding view a list of
Created by:		On (date):	29.09.2021
Last Update by:		On (date):	04.10.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Admin		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	The actor chooses to manage the user accounts.		
Frequency of Use:	Low		

Preconditions

The actor must be logged into the application using admin credentials.

Basic Flow				
Step	User Actions	System Actions		
1. Create User				
1.1	The actor chooses the option to create a new user	The system displays corresponding UI view		
1.2	The actor inputs data related to the new user	The system validates data		
1.3	N/A	The system creates new user using the input data		
2. Upo	date User			
2.1	The actor selects to update user	The system displays corresponding UI view		
2.2	The actor inputs data	The system validates data		
2.3	N/A	The system update user using the input data		
3. Vie	w user list			
3.1	The actor selects to view user list	The system displays corresponding UI view		
4. Del	ete User			
4.1	The actor selects to delete user	The system displays confirmation dialog		
4.2	The actor confirms to delete user	The system deletes user.		

Altern	Alternative Flow 1a. Create User: System validates data fail (Step 1.2 – Basic Flow)			
1a. Cr				
1a.3	1a.3 N/A The system displays error message.			
2a. Up	2a. Update User: System validates data fail (Step 2.4 – Basic Flow)			
2a.2	2a.2 N/A The system displays error message.			
4a. Delete Item: The actor chooses not to delete user (Step 4.2 – Basic Flow)				

Alternative Flow		
4a.2	The actor selects not to delete the user	The system goes back to the screen where the user stands in step 4.1 – basic flow.

- 1. A new user is created
- 2. The user is updated
- 3. The list of users is displayed
- 4. The user is deleted

Includes or Extension Points

Special Requirements

N/A

Business Rules

BR 15.1 (Step 1.1 – Basic Flow) The system will load the Create User screen

BR 15.2 (Step 2.1 – Basic Flow) The system will display the User Profile screen in edit mode

BR 15.3 (Step 1.2, 2.2 – Basic Flow) Validation Rules:

- If any mandatory field is blank, the system will display message "Please input in this field" under this field
- If the User is existed, system shows error message "This user is existed". The User is considered as existed when:
 - o The email and name are both existed.

1.3.16 UC 16: Login

Use Case Identification	Use Case Identification and History		
Use Case ID:	UC 16		
Use Case Name:	Login	Version No:	1.1
End Objective:	This use case allows the user to login into the system to access the relevant functions according to the user's role.		
Created by:		On (date):	29.09.2021
Last Update by:		On (date):	04.10.2021
Approved by:		On (date):	13.10.2021
User/Actor:	Authorized users		
Business Owner		Contact	wendy@vegburgers.co
Name:		Details:	
Trigger:	User selects to log in		
Frequency of Use:	High		

Preconditions	
The user must have a valid account	

Basic Flow	Basic Flow			
Step	User Actions	System Actions		
1	User selects to log in	The system displays corresponding UI view		
2	User input userID and password then select to log in	The system validates the credentials		
3		The system verifies that the userID and password are correct		
4	N/A	The system logs in the user to the system		
		The system displays the user's homepage		

Alternate Flow 1: Missing mandatory fields				
Step	User Actions	System Actions		
2a	User does not input userID or password before pressing the log in button	 The system prompts for userID and password Use case resumes at basic flow step 1 		

Alternat	Alternate Flow 1: Missing mandatory fields				
Step	User Actions	System Actions			
Alternat	Alternate Flow 2: Exceeding the maximum attempts				
Step	User Actions	System Actions			
2b	User input userID and password then select to log in	 The system displays "Maximum attempts exceeded, contact administrator" message The system locks user account 			
Alternat	Alternate Flow 3: Invalid userID and/ or password				
Step	User Actions	System Actions			
3a	N/A	 The system displays error message "Invalid userID and password" message The system resumes at basic flow step 1. 			

- User is logged in successfully
- The system displays the relevant homepage depending on the account type

Business Rules

BR 16.1 The maximum attempts to login are 3 attempts. (Alternative flow 2)

1.3.17UC 17: Log out

Use Case Identification and History				
Use Case ID:	UC 17			
Use Case Name:	Log out	Version No:	1.0	
	Log out			
End Objective:	This use case allows the user to log out from the system			
Created by:		On (date):	29.09.2021	
Last Update by:		On (date):	29.09.2021	
Approved by:		On (date):	13.10.2021	
User/Actor:	All authenticated users			
Business Owner		Contact	wendy@vegburger.co	
Name:	Details:			
Trigger:	User selects to log out			
Frequency of Use:	High			

Preconditions	
The user is logged in	

Basic Flow				
Step	User Actions	System Actions		
1	User selects to log out	The system displays confirmation pop-up		
2	User confirms to log out	The system displays "You have been logged out successfully"		
		The system resumes to log in screen		

Alternate Flow User selects not to log out from the system			
Step	Step User Actions System Actions		
2a	User selects not to log out from the system	The system goes back to the screen where the user stand in step 1 – basic flow.	

Post Conditions	
User is logged out successfully	

1.3.18 UC 18: Change Password

Use Case Identification and History				
Use Case ID:	UC 18			
Use Case Name:	Change Password	Version No:	1.1	
End Objective:	This use case allows all users to change the passwords			
Created by:		On (date):	29.09.2021	
Last Update by:		On (date):	04.10.2021	
Approved by:		On (date):	13.10.2021	
User/Actor:	Authorized users			
Business Owner		Contact	wendy@vegburgers.co	
Name:	Details:			
Trigger:	The actor chooses to change the password.			
Frequency of Use:	Low			

Preconditions	
The actor must be logged into the application.	

Basic Flow				
Step	User Actions	System Actions		
1	The actor chooses the option to change the password	The system displays corresponding UI view		
2	The actor inputs the current password	The system verifies data		
3	The actor inputs the new password	The system validates that the new password matches the password requirements		
4	N/A	The system updates the password and notifies the user that the password has been changed		

Alterna	Alternative Flow 1: Actor input wrong current password (Step 2 – Basic flow)			
2a	The actor inputs the current password wrongly	The system displays error "Invalid password" message.		
Alterna	tive Flow 2: Exceeding the maximu	m attempts		
2b	The actor inputs the current password wrongly over 5 times	 The system displays "Maximum attempts exceeded" message The system resumes at basic flow step 1. 		
Alterna flow)	tive Flow 3: The new password doe	es not meet the password's requirement (Step 2 – Basic		
3a	The actor inputs the new password	The system displays error message: "Please create a password follow the instruction: • At least 8 characters • A mixture of both uppercase and lowercase letters • A mixture of letters and numbers • Inclusion of at least one special character, e.g., ! @ # ?] "		

The password is updated successfully

Includes or Extension Points

Special Requirements

N/A

Business Rules

BR 18.1 (Step 1 – Basic Flow) The system will load the Change password screen

BR 18.2 (Step 2– Basic Flow) The maximum attempts are 5 times

BR 18.3 (Step 3 – Basic Flow) The password rules:

- At least 8 characters
- A mixture of both uppercase and lowercase letters
- A mixture of letters and numbers
- Inclusion of at least one special character, e.g., ! @ #?]

1.3.19 UC 19: Manage Table

Use Case Identification and History				
Use Case ID:	UC 19			
Use Case Name:	Manage Table	Version No:	1.0	
End Objective:	This use case allows the admin to manage the table map including view a list			
	of tables, create table, update table and delete table.			
Created by:		On (date):	29.09.2021	
Last Update by:		On (date):	29.09.2021	
Approved by:		On (date):	13.10.2021	
User/Actor:	Admin			
Business Owner		Contact	wendy@vegburgers.co	
Name:		Details:		
Trigger:	The actor chooses to manage the tables			
Frequency of Use:	Low			

Preconditions
The actor must be logged into the application.

Basic Flow					
Step	User Actions	System Actions			
1. Crea	1. Create Table				
1.1	The actor chooses the option to create a new table	The system displays corresponding UI view			
1.2	The actor inputs the new table data	The system validates data			
1.3	N/A	The system creates new table with the input data			
2. Upd	ate Table				
2.1	The actor selects to update table	The system displays corresponding UI view			
2.2	The actor inputs new data about the table	The system validates data			
2.3	N/A	The system update table with the input data			
3. Viev	v table map				
3.1	The actor selects to view table map	The system displays corresponding UI view			
4. Dele	4. Delete table				
4.1	The actor selects to delete a specific table	The system displays confirmation dialog			
4.2	The actor confirms the deletion of the table	The system deletes the selected table			

Alternative Flow				
1a. Create Table: System data validation fails (Step 1.2 – Basic Flow)				
1a.3	N/A	The system displays error message.		
2a. UI	2a. Update Table: System data validation fails (Step 2.4 – Basic Flow)			
2a.2	N/A	The system displays error message.		
2b. Update Table: The selected table has status = "HOLDING" or "OCCUPIED"				
2b.1	The actor selects to update table	The system displays error message "This table is in use, cannot update"		
4a. Delete Table: The actor chooses not to delete table (Step 4.2 – Basic Flow)				
4a.2	The actor selects not to delete the table	The system goes back to the screen where the user stands in step 4.1 – basic flow.		
4b. Delete Table: The selected table has status = "HOLDING" or "OCCUPIED"				
4b.1	The actor selects to delete table	The system displays error message "This table is in use, cannot delete"		

- 1. A new table is created
- 2. The table is updated
- 3. The list of table/ table map is displayed
- 4. The table is deleted

Business Rules

BR 19.1 (Step 1.1 – Basic Flow) The system will load the Create Table screen

BR 19.2 (Step 2.1 – Basic Flow) The system will display the Table screen in edit mode

BR 15.3 (Step 1.2, 2.2 – Basic Flow) Validation Rules:

- If any mandatory field is blank, the system will display message "Please input in this field" under this field
- If the input tableID is in use, system shows error message "This tableID is invalid".

BR 15.4 (Step 2.1, 4.1 - Basic Flow) The table having status = "HOLDING" or "OCCUPIED" cannot be updated or deleted.

Use Case Approval - 13.10.2021

The undersigned acknowledge they have reviewed the **WaitrApp Use Cases** and agree with the approach it presents. Any changes to this Document will be coordinated with Change Coordination Board and approval documented by the undersigned or their designated representatives.

Signature: Print Name: Title: Role:	Quite Senior Designer Provider, Group W Designer	Date:	13.10.2021
Signature: Print Name: Title: Role:	CEO Sponsor	Date: _ 	13.10.2021
Signature: Print Name: Title: Role:	Almost a Developer Provider, Group W Developer	Date: 	08.10.2021

Appendix A: References

The following table summarizes the documents relevant for the project.

Document Name and Version	Description	Location
WaitrApp Vision and Scope	Vision and Scope of WaitrApp solution	Project site
v.1.0		
WaitrApp Requirements Management Plan v.2.0	Requirements Management Plan for WaitrApp solution	Project site
WaitrApp Software Requirements Specification v.1.0	Software Requirements Specification of WaitrApp solution	Project site
WaitrApp Sustainability Analysis of Requirements Specification v.1.0	Sustainability Analysis of Requirements Specification on WaitrApp solution	Project site

Appendix B: Use Case Approval - Template

The undersigned acknowledge they have reviewed the **WaitrApp Use Cases** and agree with the approach it presents. Any changes to this Document will be coordinated with Change Coordination Board and approval documented by the undersigned or their designated representatives.

Signature: Print Name: Title: Role:	Date:	
Signature: Print Name: Title: Role:	Date:	
Signature: Print Name: Title: Role:	Date:	