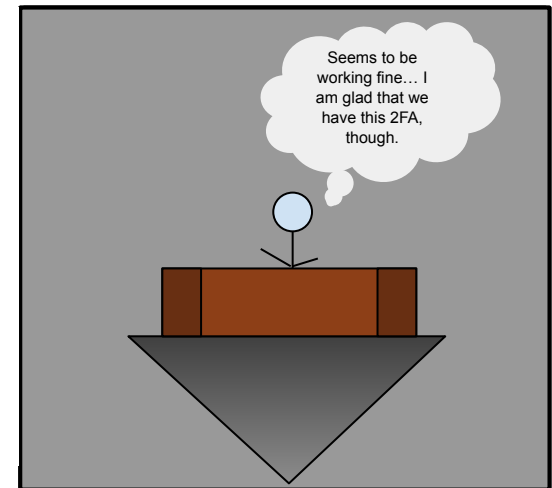
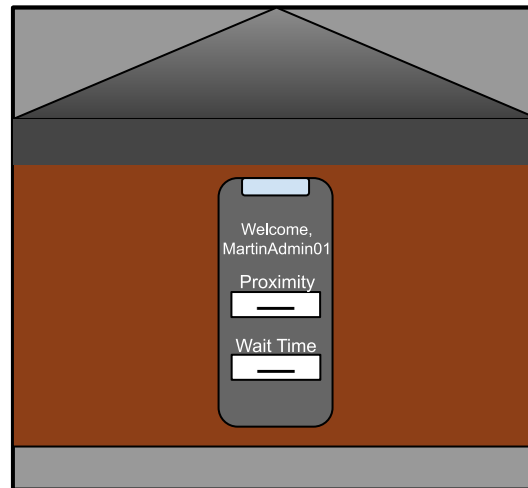
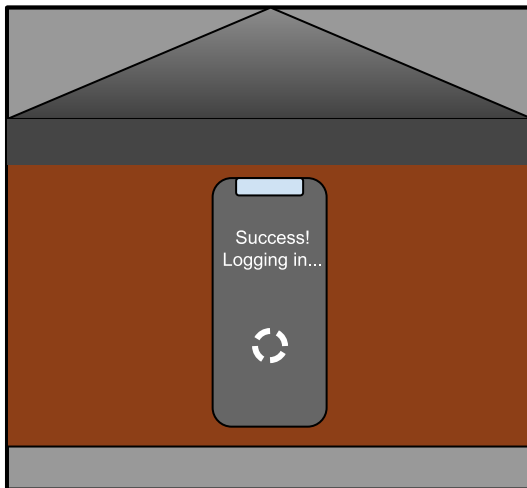
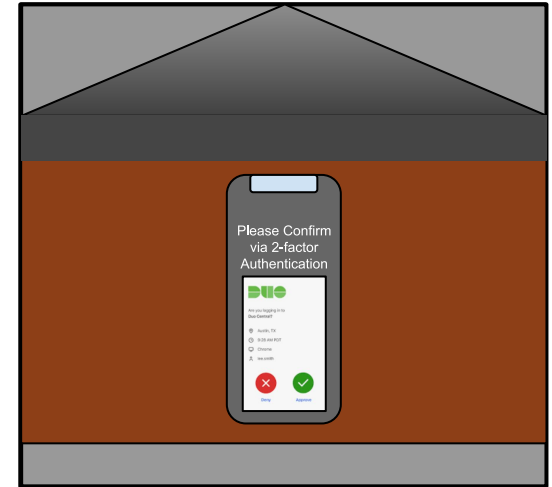
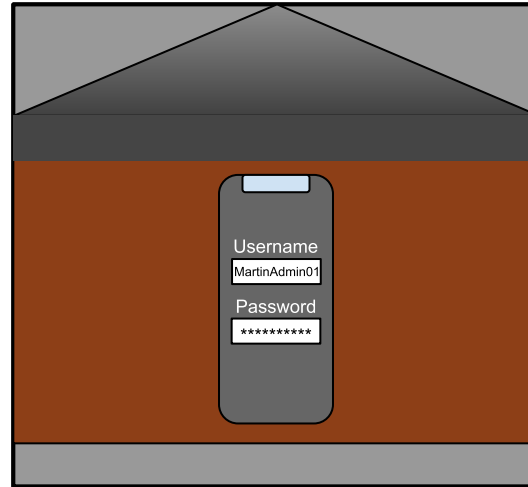
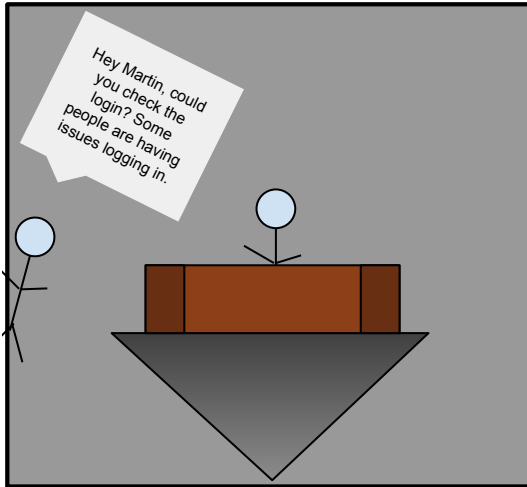


Persona: Admin

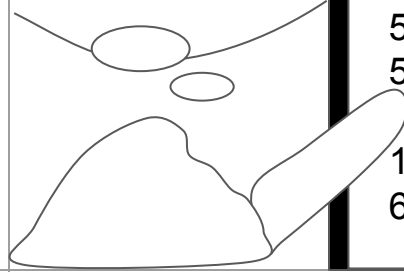
Scenario: Logging in



HMM... I'M HUNGRY. THERE MUST BE SOME QUICK STOP I CAN MAKE FOR FOOD NEARBY THAT WON'T HOLD ME UP TOO LONG.



OH! THERE ARE A FEW PLACES CLOSE ON CAMPUS WITH SHORTER WAIT TIMES THAN THE PLACES I NORMALLY VISIT.



3 min wait
5 min away

5 min wait
5 min away

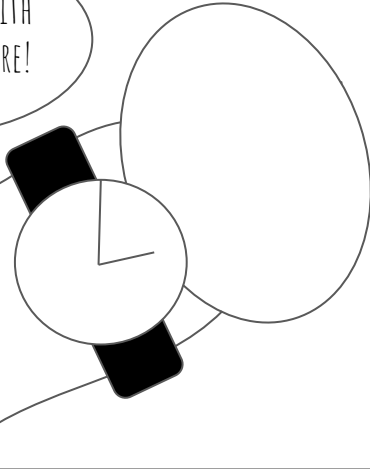
15 min wait
6 min away

HERE YOU ARE.

THANKS!

FOOD

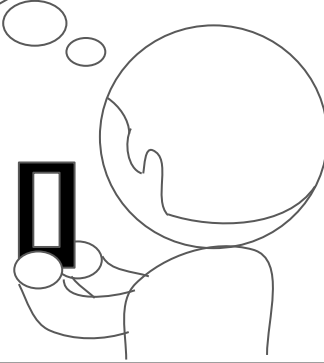
I GOT MY ORDER WITH SOME TIME TO SPARE!



I GUESS THESE LINES DO GET PRETTY LONG



I SHOULD IMPLEMENT MORE PLACES TO THIS APP.





Douglas has just gotten out of class and is starving. He is a freshman so he doesn't know what his food options are and where he can go to eat. He only has about 30 minutes to eat and then he has to go to his next class.



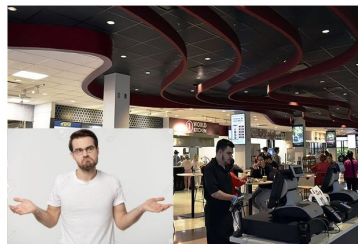
Douglas pulls out his phone and tries to find a list of all of the available dining halls at USC. After searching for a while he sees that Russell House is the closest dining hall to him and decides to go there.



Once Douglas arrives at Russell House he notices there is a lot of people in the area and begins to worry about how busy the dining hall is going to be.



When Douglas gets to the dining hall entrance he notices it's absolutely packed. There's a huge line to get into the dining hall and on top of that all of the separate food areas have immensely long lines.



Douglas is absolutely starving. He had to skip breakfast that morning because he overslept and he didn't think he could go any longer without eating. He decides to try and eat at Russell and hope he makes it to class.



After taking an hour to eat Douglas is having to run to class. He's already going to be late now and he would rather not be any later. On the way to the class he passes by another dining hall but this one is nearly completely empty. If only he had been able to know how busy they were he might have made it to class on time.