# Use Case Scenario – Robot spills drinks

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| Use Case | Drink spillage |
| Actors | Robot, bartender |
| Use Case Overview | The robot can detect if drinks are spilled. Based on this information the robot will take action. |
| Subject Area | Café. |
| Trigger 1 | The robot detects a spilled drink in its body. |
| Precondition | Drinks (full glasses) are on the tray. |
| Post condition | Bartender is notified and has (if necessary) reloaded the tray. |

## Basic Flow:

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| --- | --- |
| Description | Drinks are spilled while driving towards a table |
| 1 | Robot detects spillage. |
| 2 | Robot pulsates its lights red. |
| 3 | Robot notifies bartender. |
| 4 | Robot drives back to the bar. |
| 5 | Robot goes into idle state. |

## Alternative flows

### Alternative Flow 4A:

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| --- | --- |
| Description | Robot is unable to return to the bar. |
| 4A1 | Robot sends an urgent message to the bar. |
| 4A2 | Bartender arrives at Robot. |
| 4A3 | Bartender fixes the fact that the robot can’t drive back. |
| Termination outcome 1(post condition or return to basic flow condition) | Robot can drive back and continues with the basic flow at point 5. |
| Termination outcome 2 | Robot is broken. |

## Use Case Diagram – Robot spills drinks

