User Narrative Rough Draft

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# Create Lesson

User: Accesses the dashboard

Users: clicks on lesson button

User: clicks on empty space on calendar

User: Clicks on add lesson

User: Fills in information for class

User: clicks Create

# Edit Lesson

User: Accesses the dashboard

Users: clicks on lesson button

User: clicks on a class that’s in the calendar

User: Changes the information that needs to be changed

User: Clicks update

# Remove a registered user

User: Accesses the dashboard

Users: clicks on lesson button

User: clicks on one of the lessons in the calendar

User: Click on show attandees

User: Click on X next to name

User: Click yes for removing

# View amount of registered users

User: Accesses the dashboard

Users: clicks on lesson button

User: clicks on one of the lessons in the calendar

User: Click on show attandees

# Remove a lesson

User: Accesses the dashboard

Users: clicks on lesson button

User: clicks on a lesson in the calendar

User: clicks on remove button

User: then clicks yes on pop up

# Cancel a lesson

User: Accesses the dashboard

Users: clicks on lesson button

User: clicks on a lesson in the calendar

User: clicks on cancel lesson button

User: then clicks yes on pop up

# Open a lesson

User: Accesses the dashboard

Users: clicks on lesson button

User: clicks on a lesson in the calendar

User: clicks on open lesson button

User: then clicks yes on pop up

# Add Product to Cart

Customer: Navigates to product to be purchased

Customer: Decides on quantity to purchase

Customer: Adds the item to the cart

# Remove Product from Cart

Customer: Navigates to the cart display

Customer: Finds a product to be removed from their cart

Customer: Removes the item

System: Cart is refreshed

# Placing an Order for Delivery

Precondition: A cart filled with active products

Customer: Navigates to cart

Customer: Proceeds to checkout

System: verifies payment information is correct

Customer: Proceeds to shipping information

System: Verifies payment information is correct

System: Notifies user and store manager on successful input of order

# Placing an Order for Pickup

Precondition: A cart filled with active products

Customer: Navigates to cart

Customer: Proceeds to checkout

System: Determines that order is not for delivery

Customer: Selects a date and time for order pickup

System: Notifies user and store manager on successful input of order

# Booking a Cooking Lesson

Precondition: A class with open spots on a day that is in the future

Customer: Navigates to the lessons page

Customer: Views the calendar and determines a day they would like to participate

Customer: Decides on the type of class they are taking

Customer: Determines the number of guests that are attending

System: Generates entry form based on number of guests

Customer: Completes and submits the form

System: Generates an order form based on the number of people attending and the type of class

Customer: Enters payment information

System: Validates payment information

System: Generates and delivers receipt to the paying customer and to the store manager

# Customer Removes Themselves From Class

Precondition: Customer is currently enrolled in a class and has an order number

User: Navigates to class information page

User: Navigates to cancel booking page

User: Provides their order number

System: Validates order number

System: Validates that the cancellation date is within constraints

System: Provides confirmation on cancellation of booking to user and store manager

Note: Dashboard and inventory management is an administrative feature. Meaning only the admins of the store can access this interface.

# Use Case steps for: Changing menu item/price

1. From dashboard, User accesses Inventory Management

2. View list of items -(Item Details)

3. Select item to edit

4. option to edit price, name, description

5. user makes edit

6. database updated based on user edit

7. Online catelog shopping/ordering side gets updated based on edit

# Use Case steps for: Changing quantity on hand of any item

1. From dashboard, User accesses Inventory Management

2. View list of items - (on-hand Inventory details)

3. Select item to edit

4. Inventory details of that item is displayed and option to edit count

5. user makes edit

6. database updated based on user edit

7. Current inventory updated on dashboard side for reporting tools/analytics etc

# Use Case narrative for: Submitting vendor orders:

1. User accesses the inventory management on hand through dashboard

2. User goes through list of current inventory

3. User checks items needed for the week and makes any manual changes if necessary

4. Once order is sent, inventory gets updated when items are received.

5.

# Use Case steps for: printing inventory report (Analytics) - may need for monthly inventory report

1. User accesses inventory mngmt system

2. Navigate to reporting tools icon

3. Generates report based on past item traffic ordered, received, and removed.

4. User views report

5. Prints report to pdf (option to print physical copy to)

# Questions: Inventory database

Inventory items are all included with item details, price, name description etc