Defining Use Cases
Team 4

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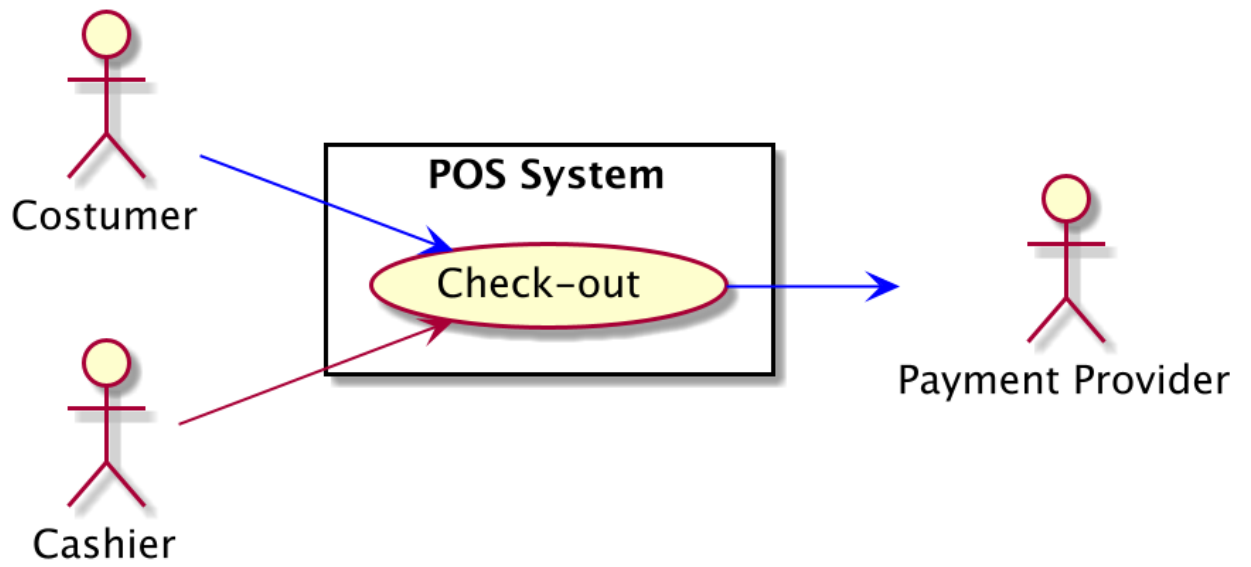
Contents

1 Use Case Template

Item	Content
ID	UC001
Name	Check-out
Actors	- Customer - Cashier - Payment Provider
Data	- POS DB - Payment Provider Service
Stimulus	Customer touch the screen and starts a checkout session
Response	The customer gets a receipt for the checkout session
Comments	- The costumer has enough funds to pay for the invoice - All the system peripherals are working - The payment provider is online - The connection between the store and the payment provider is working - All the items have their own unique barcode - The screen is a touch screen and is working - The POS have enough cash to give back change - The POS system has a working connection with the POS DB

Description	

	1. The costumer starts a checkout session
	2. The system goes from idle mode to regular mode
	3. The costumer scans the barcode of the item
	4. The system checks if the barcode exists in the POS system, if the item doesn't exist, it displays an error that item is not found and goes to step 3.
	    a. The customer could reach out to the cashier which can determine if there is an issue with the barcode and replace it.
	5. The system add the item to the bill
	    a. The cashier could remove an item from the bill if the customer request it
	6. The costumer repeats from step 3 until all the items are added to the bill
	7. The costumer sends a signal to the POS system that he is ready to pay
	    a. The system calculates the subtotal and taxes
	    b. The customer selects "Pay in cash"
	       i. The system enables the peripherals to accept cash
	       ii. The costumer puts the dollars and cents for the total amount of the order
	       iii. The costumer confirm the amount
	          A. If the customer overpays the system will dispense the change
	          B. If the customer underpay the system will prompt a message to the user that it needs to put more money and the system will repeat from step 7.b.i but the amount is going to be the missing amount
	    c. The customer selects "Pays with credit / debit card"
	       i. The system sends a signal that activates the payment terminal
	       ii. The payment terminal sends a message so the user inserts the card
	       iii. The costumer insert the card
	       iv. The terminal reads the card
	          • If is invalid, the payment terminal display an error message to the user
	       v. The terminal connects to the payment provider service and make a charge
	          A. If the user doesn't have enough funds it will display an error message to the user and will send a signal to the POS system that the transfer was a failure.
	          B. The system will return to Step 7.a.
	       vi. The terminal sends a signal to the POS System that the transfer was successful and also display a message to the user
	8. The systems prompts the user if they would like the receipt
	    a. If the costumer select yes, the costumer sends a signal to the system to print the receipt
	    b. If the customer selects no, the system goes to step 9
	9. The system goes to idle mode

2 Use Case Diagram

3   User Stories

3.1   Costumer

- As a customer, I want to pay with credit card because i don't want to carry cash and i want the credit card rewards (Step 7.c)

- As a customer, I want to pay with debit card because i don't want to carry cash and also i don't want to spend more than i have available (Step 7.c)

- As a customer, I do not want to wait in long lines to checkout.

- As a customer, I want to pay in cash so i don't get in debt by using credit cards (Step 7.b)

- As a customer, I would want the system to be able to apply any coupons I have or any current discounts on any of my items so I can save as much money as possible.

- As a customer, I would want the system to accurately calculate my owed change so that I don't overpay. (Step 7.a)

3.2   Cashier

- As a cashier, I want to be able to override items in the order. (Step 5.a)