1. **Placing an order at the Kiosk**
   Systems tested: Kiosk, Order, Payment, Customer, ChefSystem
   Importance: Very Important

   Instructions:
       a. Start the Pizza Ordering System
       b. In the Kiosk UI, create an order with a pizza and a few different toppings
       c. Process the payment for the order with cash, making sure the system has to issue change
   Expected Result:
       a. The system should display the right amount of change to be returned given the amount of cash provided
       b. After the payment is processed, the order should be viewable on the ChefSystem as an order that is "In Progress"

2. **Canceling an order at the Kiosk before submitting it**
   Systems tested: Kiosk, Order, Payment, Customer, ChefSystem
   Importance: Important

   Instructions:
       a. Start the Pizza Ordering System
       b. In the Kiosk UI, create an order with a pizza and a few different toppings
       c. Cancel the order
   Expected Result:
       a. The order should not show up in the ChefSystem, as it was never submitted

3. **Logging into a loyalty account while placing an order at a Kiosk**
   Systems tested: Kiosk, Order, Customer, Loyalty Account
   Importance: Important

   Instructions:
       a. Start the Pizza Ordering System
       b. In the Kiosk UI, create an order with a pizza and a few different toppings
       c. Press the prompt to link a customer account
       d. Enter the credentials of an existing loyalty account
   Expected Result:
       a. After the account is linked, it should be displayed on the screen along with the order

4. **Adding a topping to an existing pizza while ordering at the Kiosk**
   Systems tested: Kiosk, Order, Customer, ChefSystem
   Importance: Very Important

   Instructions:
   a. Start the Pizza Ordering System
   b. In the Kiosk UI, create an order with a pizza and a few different toppings
   c. After the pizza has been added to the order, add a new topping to the existing pizza
   d. Process the payment for the order
   Expected Results
   a. After the ingredient is added, the order screen on the Kiosk should reflect the change.
   b. After the payment has been processed, the order should show up on the ChefSystem and should include the amended ingredient.

5. **Remove topping from item during a Kiosk order**
   Systems tested: Kiosk, Order, Customer, ChefSystem
   Importance: Very Important

   Instructions:
   a. Start the Pizza Ordering System
   b. In the Kiosk UI, create an order with a pizza and at least one topping
   c. After the pizza has been added to the order, edit the pizza and remove an existing topping from it
   d. Process the payment for the order
   Expected Results
   a. After the ingredient is removed, the order screen on the Kiosk should reflect the change
   b. After the payment has been processed, the order should show up on the ChefSystem and should exclude the amended ingredient.

6. **Payment rejected when trying to process at the Kiosk**
   Systems tested: Kiosk, Order, Customer, Payment
   Importance: Very Important

   Instructions:
   a. Start the Pizza Ordering System
   b. In the Kiosk UI, create an order with a pizza and a few different toppings
   c. Process the payment with a method that has already been determined to be invalid
   Expected Results
   a. The Kiosk should notify the customer that it the payment has been declined, and prompt for an alternative
   b. The order should not be completed until a valid payment method is provided

7. **A coupon is scanned during a Kiosk order**
   Systems tested: Kiosk, Order, Customer, Payment
   Importance: Important

   Instructions:
   a. Start the Pizza Ordering System
   b. In the Kiosk UI, create an order that satisfies the criteria on the coupon being applied
   c. Scan a valid coupon on the Kiosk
   Expected Results:
   a. The total cost should be modified to match the coupon given that it is valid

8. **A Rewards Discount is applied to a Kiosk order**
   Systems tested: Kiosk, Order, Customer, Loyalty Account
   Importance: Important

   Instructions:
   a. Start the Pizza Ordering System
   b. In the Kiosk UI, create an order that has at least one item on it
   c. Log into the customer loyalty account that has an available rewards discount
   d. Apply the rewards discount to the order
   Expected Results:
   a. The total cost should be reduced by the value of the rewards discount

9. **An order is placed by a customer who pays via credit card**
   Systems tested: Cashier, Register, Payment, ChefSystem
   Importance: Very Important

   Instructions:
   a. Start the Pizza Ordering System
   b. Log into a previously established Cashier account
   c. Enter customer information into the system
   d. Select carryout for the order type
   e. Add a few items to the order
   f. Complete the order
   g. Process a credit card payment
   Expected Results:
   a. The Order should be sent to the ChefSystem and the order should be marked as In Progress

10. **An order is placed by a customer who pays via cash**
    Systems tested: Cashier, Register, Payment, ChefSystem
    Importance: Very Important

    Instructions:
    a. Start the Pizza Ordering System
    b. Log into a previously established Cashier account
    c. Enter customer information into the system
    d. Select delivery for the order type
    e. Add a few items to the order
    f. Complete the order
    g. Select the cash option for payment
    Expected Results:
    a. The Order should be marked as unpaid
    b. The Order should be sent to the ChefSystem and the order should be marked as In Progress

11. An order is placed by a customer who wants to pay via card in person at a later time

    Systems tested: Cashier, Register, Payment, ChefSystem
    Importance: Very Important

    Instructions:
        a. Start the Pizza Ordering System
        b. Log into a previously established Cashier account
        c. Enter customer information into the system
        d. Select carryout for the order type
        e. Add a few items to the order
        f. Complete the order
        g. Select the option to pay with a card later
    Expected Results:
        a. The Order should be marked as unpaid
        b. The Order should be sent to the ChefSystem and the order should be marked as In Progress

12. A Customer wants to make a change to their order

    Systems tested: Cashier, Register, Payment
    Importance: Very Important

    Instructions:
        a. Start the Pizza Ordering System
        b. Log into a previously established Cashier account
        c. Enter customer information into the system
        d. Select carryout for the order type
        e. Add a few items to the order
        f. Delete one of the items from the order and add some other item
    Expected Results:
        a. After the old item is deleted, it should no longer appear on the order
        b. The new item should appear on the order once added

13. A Customer cancels their order before paying
Systems tested: Cashier, Register, Payment
Importance: Important

Instructions:
    a. Start the Pizza Ordering System
    b. Log into a previously established Cashier account
    c. Enter customer information into the system
    d. Select carryout for the order type
    e. Add a few items to the order
    f. Cancel the order

Expected Results:
    a. The Cashier UI should be displayed
    b. The order should not show up in the ChefSystem

14. A Customer's card is declined during an order
Systems tested: Cashier, Register, Payment
Importance: Very Important

Instructions:
    a. Start the Pizza Ordering System
    b. Log into a previously established Cashier account
    c. Enter customer information into the system
    d. Select carryout for the order type
    e. Add a few items to the order
    f. Complete the Order
    g. Select Payment with Card
    h. Enter an invalid card number

Expected Results:
    a. The System should notify you that the card is declined
    b. The Order should be marked as unpaid

15. A Customer has insufficient funds for an order
Systems tested: Cashier, Register, Payment
Importance: Very Important
   a. Start the Pizza Ordering System
   b. Log into a previously established Cashier account
   c. Enter customer information into the system
   d. Select carryout for the order type
   e. Add a few items to the order
   f. Complete the Order
   g. Select Payment with Cash
   h. Specify that the customer doesn't have enough money
Expected Results:
   a. The Order should be marked as unpaid

16. A cashier logs into the cashier interface
Systems tested: Cashier
Importance: Very Important

Instructions:
   a. Log into the Cashier interface with a known Cashier account
Expected Results:
   a. The login should be successful and the system should display the Cashier UI

17. The wrong password is entered for a cashier account
Systems tested: Cashier
Importance: Very Important

Instructions:
   a. Log into the Cashier interface with a known Cashier username but invalid password
Expected Results:
   a. The System should deny access and return to the login screen

18. A cashier who does not have an account tries to log in
Systems tested: Cashier
Importance: Very Important

Instructions:
   a. Log into the Cashier interface with a username that is invalid and a password that is invalid
Expected Results:
   a. The System should deny access and return to the login screen

19. A manager logs into the manager interface
Systems tested: Manager
Importance: Very Important

Instructions:
   a. Log into the Manager interface with a known Manager account
Expected Results:
   a. The login should be successful and the system should display the Manager UI

20. The wrong password is entered for a manager account
Systems tested: Manager
Importance: Very Important

Instructions:
   a. Log into the Manager interface with a known manager username but invalid password
Expected Results:
   a. The System should deny access and return to the login screen

21. An employee who does not have a manager account tries to log in
Systems tested: Manager
Importance: Very Important

Instructions:
   a. Log into the Manager interface with a username that is invalid and a password that is invalid
Expected Results:
   a. The System should deny access and return to the login screen

22. A manager creates a new menu item
Systems tested: Manager
Importance: Important

Instructions:
   a. Log into the Manager interface with a username that is valid and a password that is valid
   b. Select the option to add a new item to the menu
   c. Provide a name, price, and the toppings if the item is a pizza
   d. Submit the item
   e. Log into the cashier UI using a valid name and password
Expected Results:
   a. In the Menu items, the new item should appear as an option with the correct name, toppings and price.

23. Manager deletes a Cashier Account
Systems tested: Manager
Importance: Very Important

Instructions:
    a. Log into the Manager interface with a username that is valid and a password that is valid
    b. Select the option to manage Cashier accounts
    c. Delete an existing Cashier Account

Expected Results:
    a. The Cashier should no longer be able to log into the system

24. Manager creates a Cashier Account
Systems tested: Manager
Importance: Important

Instructions:
    a. Log into the Manager interface with a username that is valid and a password that is valid
    b. select the option to manage Cashier accounts
    c. Create a new Account
    d. Enter all of the prompted credentials

Expected results:
    a. The Cashier should now be able to log into the system