**SYSTEM TEST PLAN**

**Testing Strategy**

System Testing will include testing of the system’s functionality, we will do thorough testing of every input in the application to check the desired outputs. We will be testing the user’s experience with the application.

**Test case number**: 1

**Test case title**: Take an order, before the manager defines a menu.

**Module being tested**: Take Order.

**Importance**: Required for other functionality in system

**Instruction**:

1. Log in as Cashier

2. Select Take Order from the menu.

**Expected result**: The cashier should not be able to click take order. There should be a message on clicking the take order button saying, there are no items in the menu to choose from, contact the manager.”

**Cleanup**:

1) To change the Menu then go to Edit Menu

2) To clean up the data, terminate the program

**Test case number**: 2

**Test case title**: Delete an order.

**Module being tested**: View Order

**Importance**: Required for other functionality in system

**Instruction**:

1. From the home screen of the manager and the cashier, click on the ‘View Orders’ button.
2. Put order id and click ‘Get Order’ button.
3. Click on the ‘Manager’ option.
4. Manager’s login is required to delete the order displayed.
5. Manager logs in.
6. Click on the ‘Cancel Order’ option.

**Expected result**: The order should get deleted.

**Cleanup**:

To clean up the data, terminate the program

**Test case number**: 3

**Test case title**: Add Pizza Size

**Module being tested**: Define Menu

**Importance**: Required for other functionality in system

**Instruction**:

1) Log in as manager

2) Select Define Menu option

3) Select Pizza Size

4) Enter Pizza Size name and price

5) Select ‘Add More’ option to add item and price to Menu

6) Select ‘Done’ when all item are added with their prices

**Expected result**: Pizza Size is added to pizza size list of Menu

**Cleanup**:

1) To change the Menu then go to Edit Menu

2) To clean up the data, terminate the program

**Test case number:** 4

**Test case title**: Remove Pizza Size

**Module being tested**: Edit Menu

**Importance**: required for other functionality in system

**Instruction**:

1) Log in as manager

2) Select Edit Menu option

3) Select Pizza Size

4) Select Pizza Size check box

5) Select Delete Selected option to delete item and price from Menu

6) Select Done when item are deleted

**Expected result**: Pizza Size is deleted from pizza size list of Menu

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 5

**Test case title**: Add Pizza Size

**Module being tested**: Edit Menu

**Importance**: required for other functionality in system

**Instruction**:

1) Log in as manager

2) Select Edit Menu option

3) Select Pizza Size

4) Select Add more option

5) Enter name and price of the item to be added

6) Select Done Adding option to add item and price to Menu

6) Select Done when items are added

**Expected result**: Pizza Size is added to pizza size list of Menu

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 6

**Test case title**: Set Special

**Module being tested**: Set Special to Menu

**Importance**: required for other functionality in system

**Instruction**:

1) Log in as manager

2) Select Set Special option

3) Select Pizza, Bread stick, Drink

4) Select special name and price

5) Select Confirm option to add item and price to Menu

6) Select ‘Done’ when items are added

**Expected result**: Set Special is added to pizza size list of Menu

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 7

**Test case title**: View Order

**Module being tested**: View all available orders

**Importance**: Not required for other functionality in system

**Instruction**:

1) Log in as manager

2) Select View Order option

**Expected result**: Manager is able to see the available orders

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 8

**Test case title**: View Special

**Module being tested**: View Special Order from the Menu

**Importance**: Not required for other functionality in system

**Instruction**:

1) Log in as cashier

2) Select View Special option

**Expected result**: Cashier is able to see special order from the Menu

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 9

**Test case title**: View Order

**Module being tested**: View all available orders

**Importance**: Not required for other functionality in system

**Instruction**:

1) Log in as Cashier

2) Select View Order option

**Expected result**: Cashier is able to see the available orders

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 10

**Test case title**: Take Order

**Module being tested**: Take Order

**Importance**: required in system

**Instruction**:

1) Log in as Cashier

2) Select Take Order option

3) Enter customer name and number

4) Select Order Type

5) Add items given by customer

6) Confirm the order

**Expected result**: Cashier is able to add the items in the order

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 11

**Test case title**: Delete Selected item in Take Order

**Module being tested**: Take Order

**Importance**: required in system

**Instruction**:

1) Log in as Cashier

2) Select Take Order option

3) Enter customer name and number

4) Select Order Type

5) Add items given by customer

6) Select the items from the order

7) Select Delete Selected option

**Expected result**: Cashier is able to delete the items in the order

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 12

**Test case title**: Total amount for Take Order

**Module being tested**: Take Order

**Importance**: required in system

**Instruction**:

1) Log in as Cashier

2) Select Take Order option

3) Enter customer name and number

4) Select Order Type

5) Add items given by customer

6) Confirm the order

**Expected result**: The Order amount is to correct

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 13

**Test case title**: Pay By Cash for Order

**Module being tested**: Take Order

**Importance**: required in system

**Instruction**:

1) Log in as Cashier

2) Select Take Order option

3) Enter customer name and number

4) Select Order Type

5) Add items given by customer

6) Confirm the order

7) Enter discount coupon if any

8) Select Pay By Cash Option

9) Enter amount given by customer

8) See the return cash amount

**Expected result**: System displays the correct change to be given

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 14

**Test case title**: Pay By Card for Order

**Module being tested**: Take Order

**Importance**: required in system

**Instruction**:

1) Log in as Cashier

2) Select Take Order option

3) Enter customer name and number

4) Select Order Type

5) Add items given by customer

6) Confirm the order

7) Enter discount coupon if any

8) Select Pay By Card Option

7) Enter details given by customer

8) Select OK option

**Expected result**: System verifies the card holder details and does transaction

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 15

**Test case title**: View Order

**Module being tested**: View Order

**Importance**: required in system

**Instruction**:

1) Log in as Chef

2) Selects the order and Marks it as complete

**Expected result**: Order is removed from the order list

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 16

**Test case title**: Remove Order using manager override

**Module being tested**: View Order

**Importance**: required in system

**Instruction**:

1) Log in as Chef

2) Selects the manager override option

3) Provide order number

4) Get the order details

5) Select Manager and give credentials

6) Remove the order

**Expected result**: Order is removed from the order list

**Cleanup**:

1) To clean up the data, terminate the program

**Test case number:** 17

**Test case title:** Update Inventory

**Module being tested:** Update Inventory

**Importance:** Not required for all

**Instruction:**

1) Log in as manager

2) Select Inventory option

3) Enter quantity for the given items

5) Select Update option to update item and quantity to Inventory

6) Select Done when all item are added with their quantity

**Expected result**: Item are added with their quantity in Inventory

**Cleanup**:

1) To change the Menu then go to Edit Menu

2) To clean up the data, terminate the program

**Test case number:** 18

**Test case title:** check Inventory

**Module being tested:** check Inventory

**Importance:** Not required for all

**Instruction:**

1) Log in as manager

2) Select Inventory option

3) Select check option to view Inventory

6) Select Done after review

**Expected result**: All items in inventory are displayed

**Cleanup**:

1) To clean up the data, terminate the program