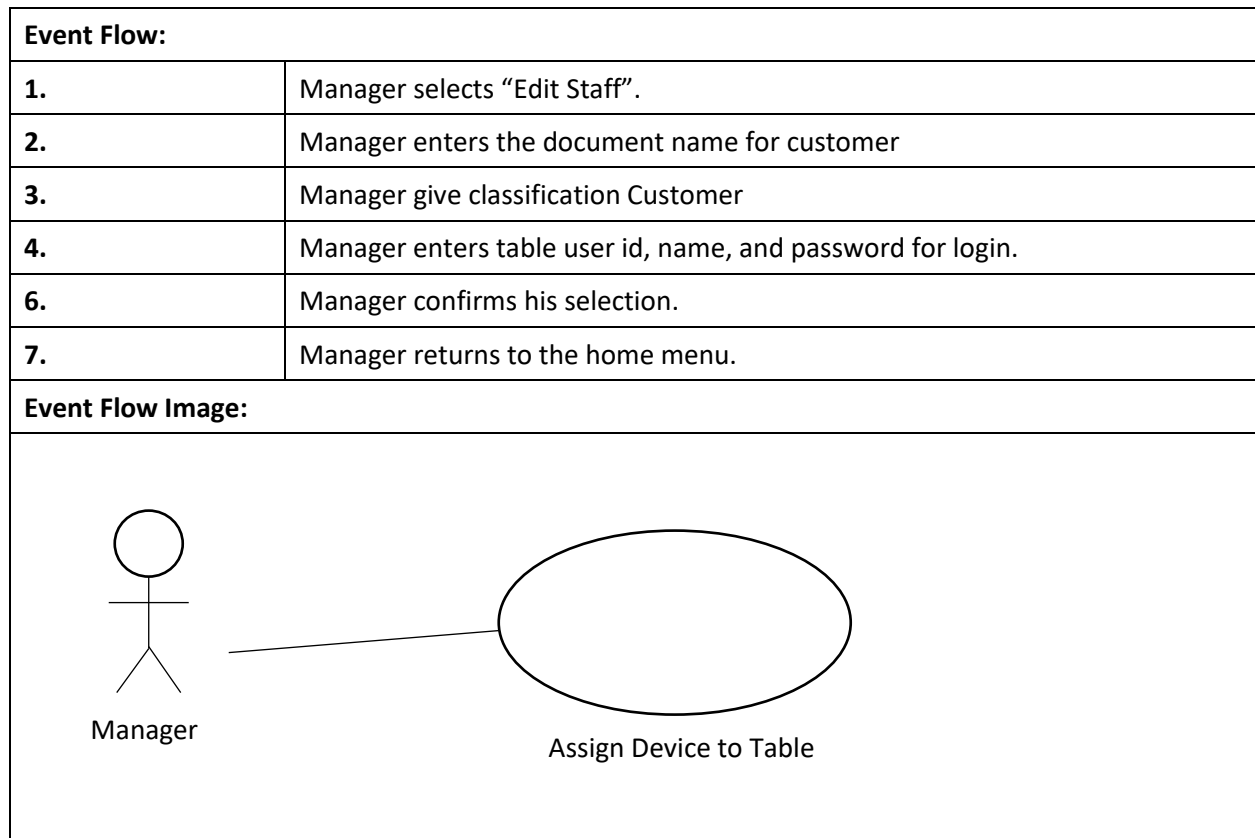
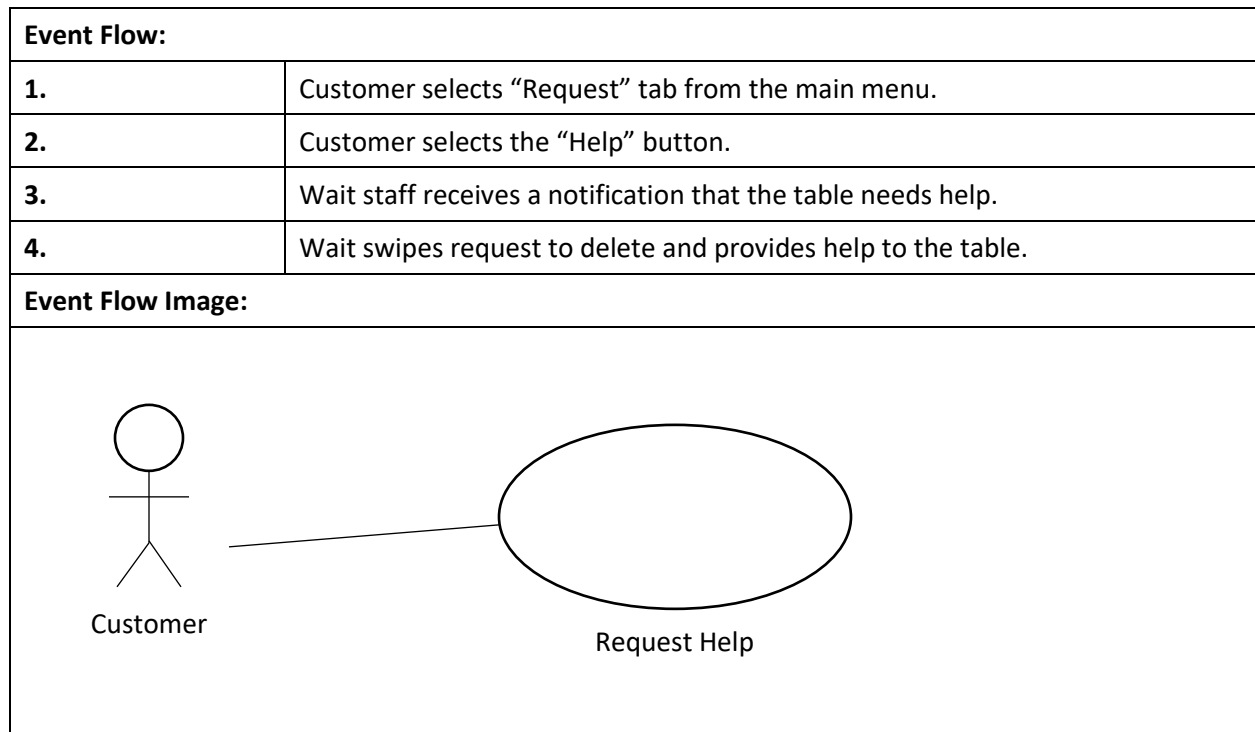


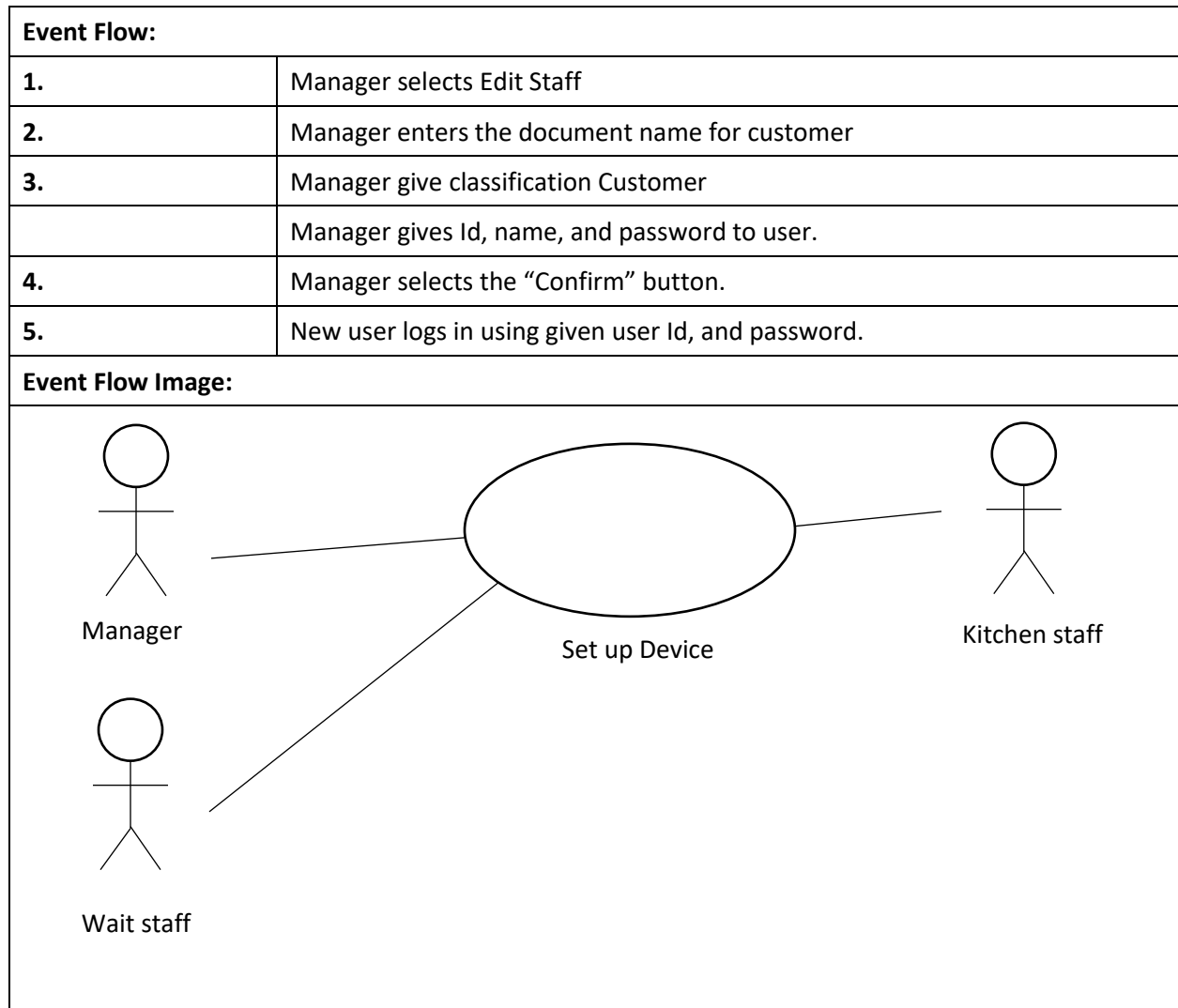
<b>Name:</b>	Assign Device to Table
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Device is available. Manager has logged into the system.
<b>Exit Condition:</b>	Device is assigned to the desired table.



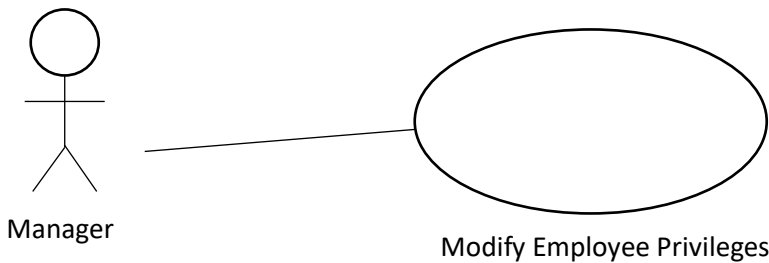
<b>Name:</b>	Ask for Help
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	System is logged in under the Customer section. Customer selects "Request help" button.
<b>Exit Condition:</b>	Customer receives help at their table.



<b>Name:</b>	Add Staff member
<b>Participating Actor:</b>	Manager, wait staff, kitchen staff
<b>Entry Condition:</b>	Actor logs in to the device.
<b>Exit Condition:</b>	Actor's relevant home page is displayed.

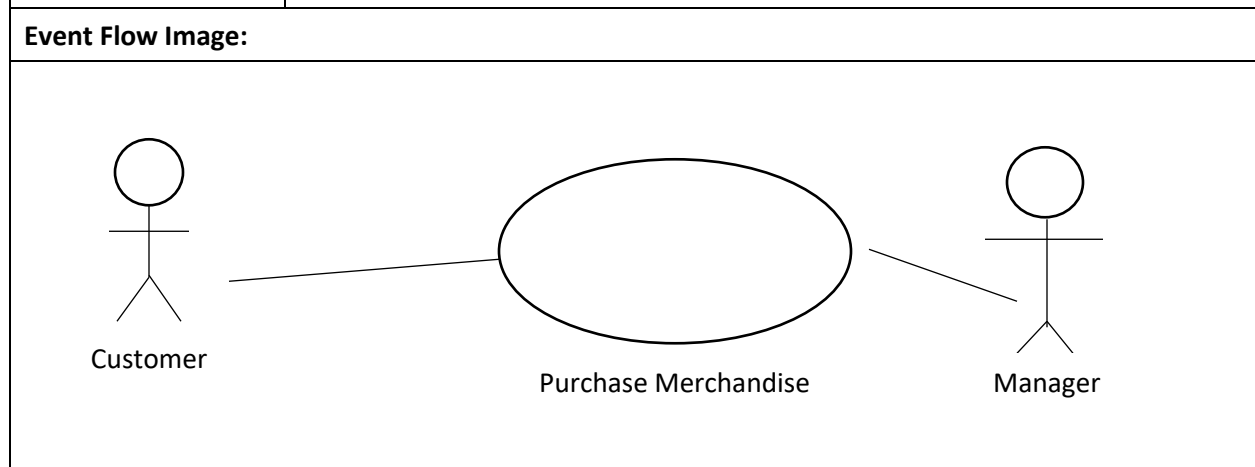


<b>Name:</b>	Modify Employee Privileges
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Individual is an employee. Manager has logged into the system.
<b>Exit Condition:</b>	Manager returns to home screen.

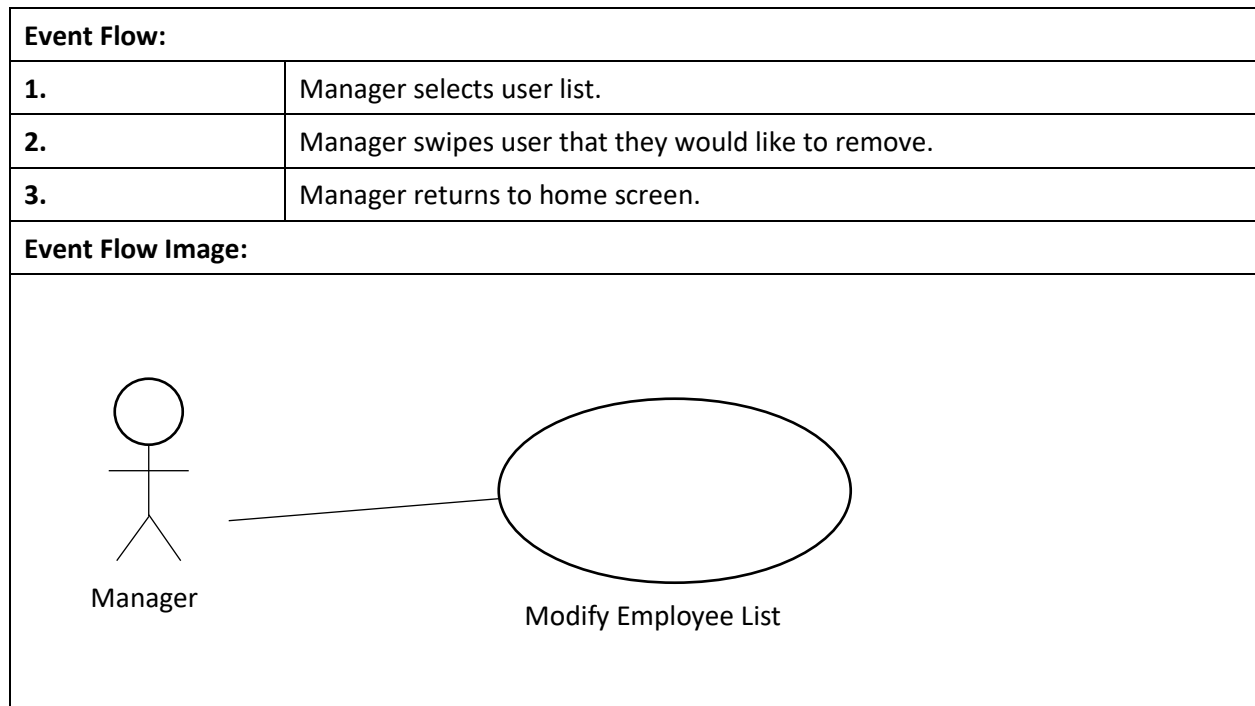
<b>Event Flow:</b>	
<b>1.</b>	Manager selects "edit staff" button.
<b>2.</b>	Manager types in the document name they would like to change.
<b>3.</b>	Manager changes the classification of staff member.
<b>4.</b>	Manager confirms his selection.
<b>5.</b>	Manager returns to the home menu.
<b>Event Flow Image:</b>	
 <pre> graph LR     Manager((Manager)) --- ModifyEmployeePrivileges([Modify Employee Privileges]) </pre> <p>The diagram shows a stick figure actor labeled 'Manager' on the left. A line connects the actor to an oval use case labeled 'Modify Employee Privileges' on the right.</p>	

<b>Name:</b>	Purchase Merchandise
<b>Participating Actor:</b>	Customer, Manager
<b>Entry Condition:</b>	Customer is at the home screen. Customer has enough money to purchase desired merchandise.
<b>Exit Condition:</b>	Customer returns to the home screen.

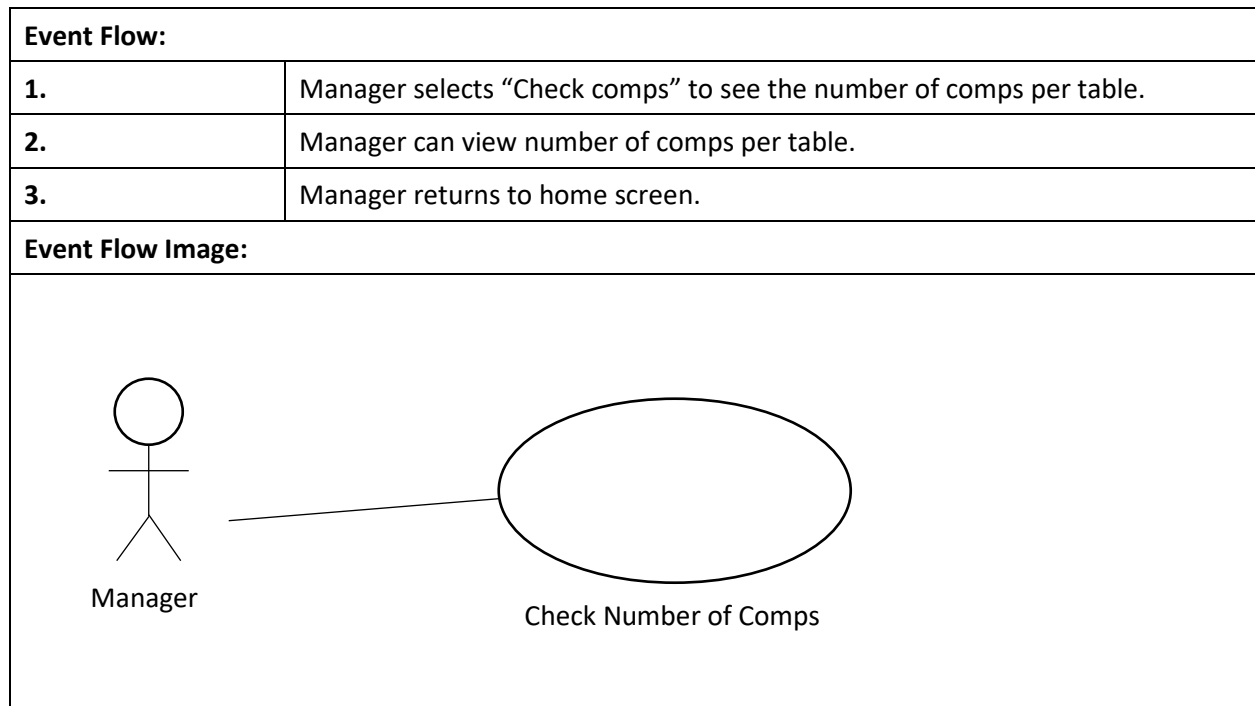
Event Flow:	
1.	Customer selects Purchase Merchandise.
2.	Customer selects the merchandise to purchase.
3.	Application displays the price of the merchandise.
4.	Customer confirms selection.
5.	Customer pays money, of at least the amount due.
6.	Application replies with confirmation and change, if necessary.
7.	Customer returns to home screen.



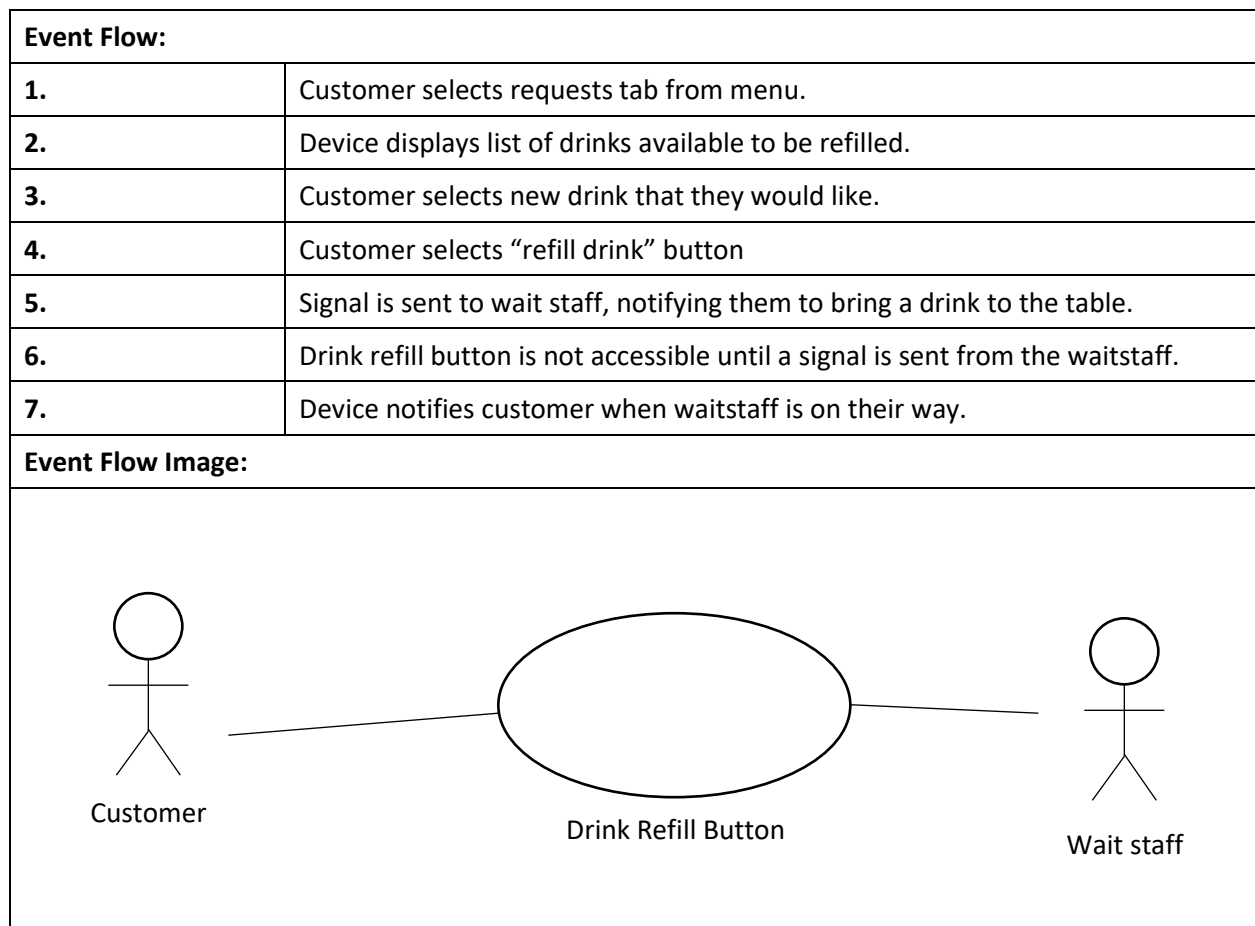
<b>Name:</b>	Remove Employee List
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Manager has logged into the system.
<b>Exit Condition:</b>	Manager returns to home screen.



<b>Name:</b>	Check Number of Comps
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Manager has logged into the system.
<b>Exit Condition:</b>	Manager returns to home screen.

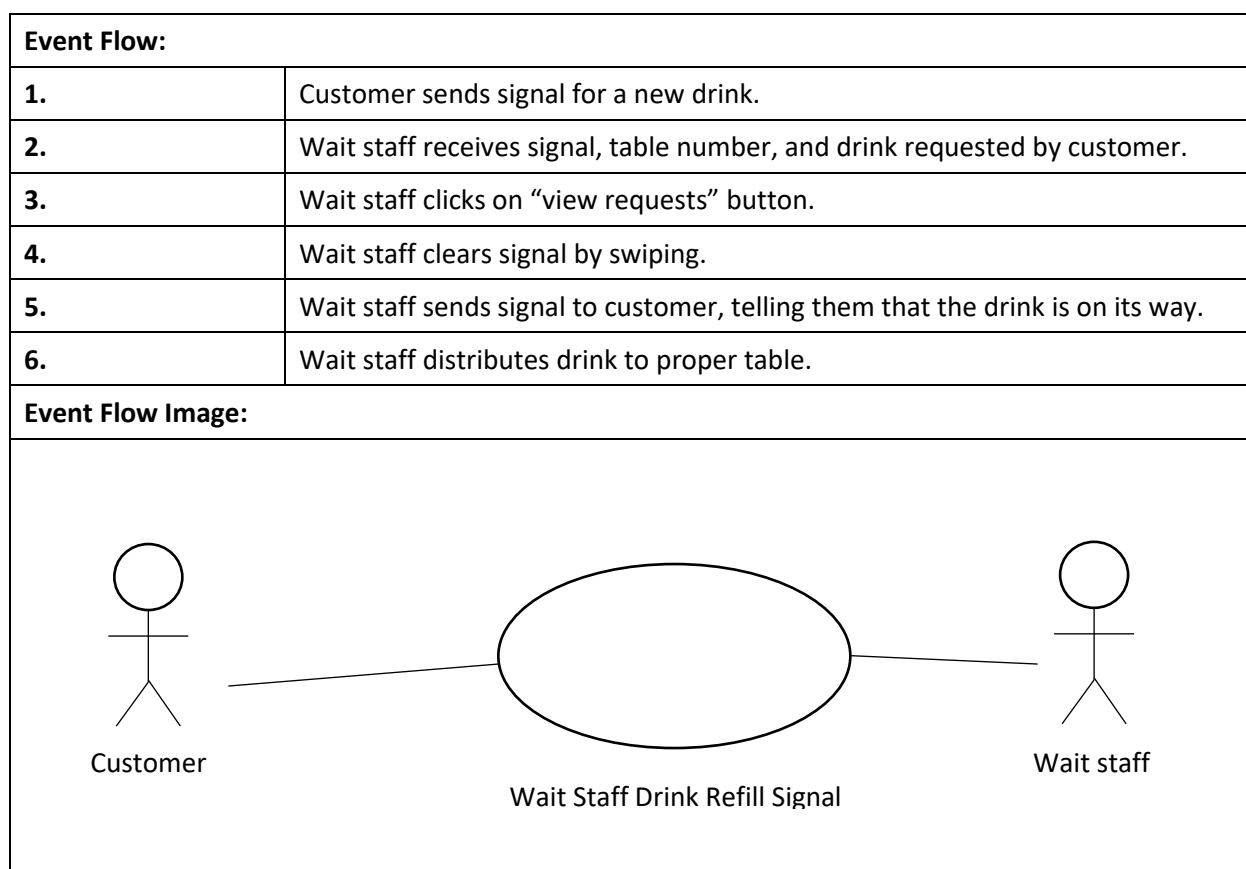


<b>Name:</b>	Drink Refill Button
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	Customer is sitting at table with kiosk app Customer is been served drinks Customer has finished their drink, and has empty glass
<b>Exit Condition:</b>	Customer has newly filled drink

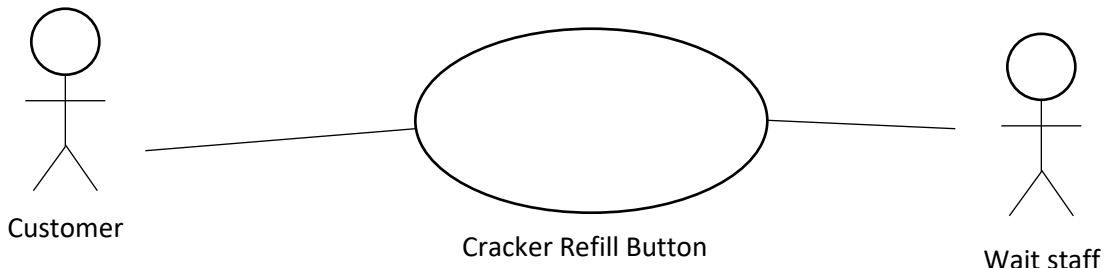




<b>Name:</b>	Wait Staff Drink Refill Signal
<b>Participating Actor:</b>	Wait staff, Customer
<b>Entry Condition:</b>	Wait staff is standing in front of the wait staff device. Customer has sent a signal for a drink refill. Wait staff receives the signal and table number that requires a drink refill.
<b>Exit Condition:</b>	Wait staff has brought the correct drink to the table.



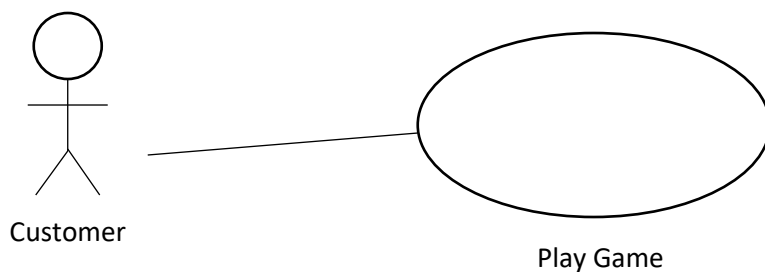
<b>Name:</b>	Cracker Refill Button
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	Customer is sitting at table with device. Customer has been served a cracker platter already. Customer has finished the cracker platter.
<b>Exit Condition:</b>	Customer has a newly filled cracker platter.

Event Flow:	
1.	Customer selects requests tab from menu.
2.	Customer select “refill crackers” button.
4.	Signal is sent to wait staff, notifying them to bring a cracker platter to the table.
5.	Cracker refill button is not accessible until a signal is sent from the waitstaff.
6.	Device notifies customer when waitstaff is on their way.
Event Flow Image:	
 <pre> sequenceDiagram     actor Customer     participant Button as Cracker Refill Button     actor Waitstaff as Wait staff     Customer-&gt;&gt;Button     Button-&gt;&gt;Waitstaff </pre> <p>The diagram illustrates the event flow for the 'Cracker Refill Button' feature. It features three main components: a 'Customer' actor on the left, a 'Cracker Refill Button' participant in the center (represented by an oval), and a 'Wait staff' actor on the right. A line connects the Customer to the Button, and another line connects the Button to the Wait staff, indicating the flow of the process.</p>	

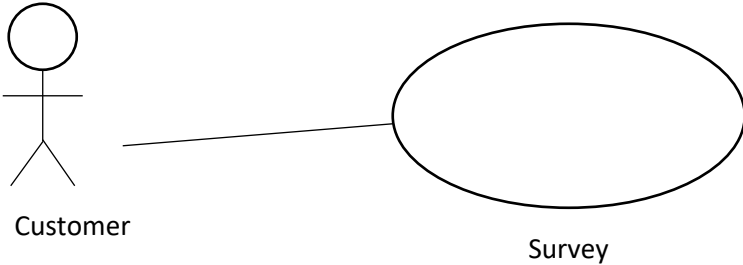
<b>Name:</b>	Play Game
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	Customer is sitting at table with device. Customer has order items. Customer has selected icon to play games. Customer has selected game to play.
<b>Exit Condition:</b>	Customer has finished playing game. Customer is returned to home screen.

<b>Event Flow:</b>	
<b>1.</b>	Customer selects game button on device, after an order is placed.
<b>2.</b>	Device displays available games.
<b>3.</b>	Customer selects game they would like to play.
<b>4.</b>	Customer plays game for as long as they would like.
<b>5.</b>	Customer exits game, when they are done playing.
<b>6.</b>	Customer is returned to home screen.

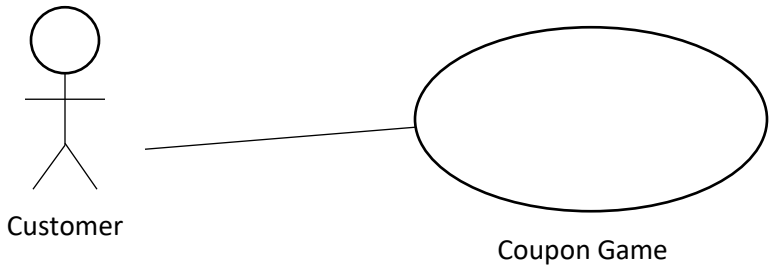
**Event Flow Image:**



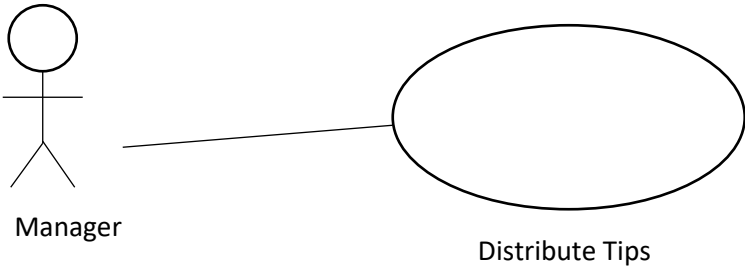
<b>Name:</b>	Survey
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	Customer has paid for their order.
<b>Exit Condition:</b>	Customer is brought to coupon game screen.

<b>Event Flow:</b>	
<b>1.</b>	Customer is shown survey.
<b>2.</b>	Customer chooses whether to complete survey.
<b>3.</b>	Customer is asked to confirm decision.
<b>4.</b>	Customer then continues to coupon screen.
<b>Event Flow Image:</b>	
 <pre> graph LR     Customer((Customer)) --- Survey([Survey]) </pre> <p>The diagram shows a stick figure actor labeled 'Customer' on the left, connected by a line to an oval use case labeled 'Survey' on the right.</p>	

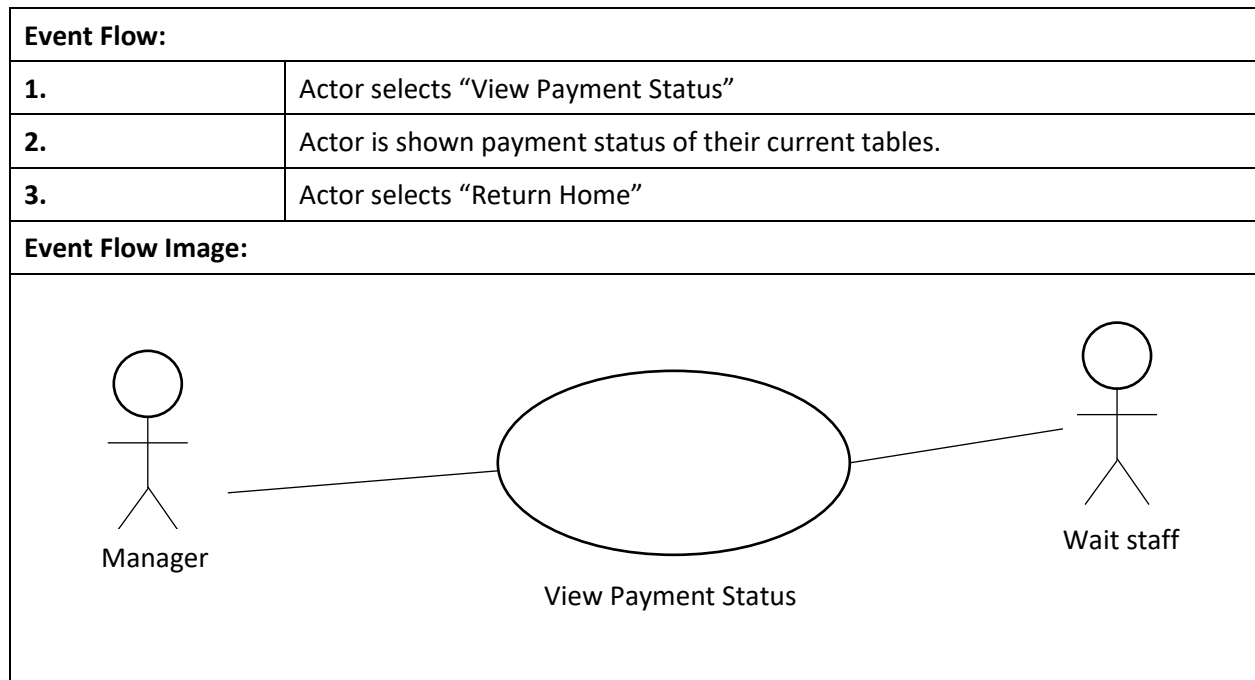
<b>Name:</b>	Coupon Game
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	Customer has finished survey event.
<b>Exit Condition:</b>	Customer completes coupon game.

<b>Event Flow:</b>	
<b>1.</b>	Customer selects a coupon from five options.
<b>2.</b>	Customer is then given coupon code if selection is correct.
<b>3.</b>	Customer returns to home screen.
<b>Event Flow Image:</b>	
 <pre> graph LR     Customer((Customer)) --- CouponGame([Coupon Game]) </pre>	

<b>Name:</b>	Distribute Tips
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Manager has logged into the system and is in manager section home page.
<b>Exit Condition:</b>	Manager distributes tips.

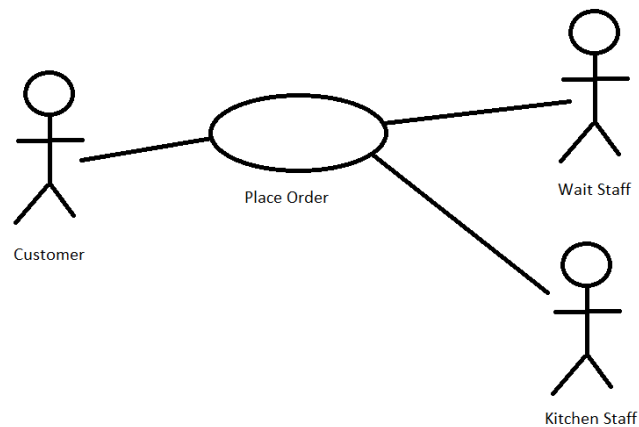
<b>Event Flow:</b>	
<b>1.</b>	Manager selects "Split Tips" buttons from menu.
<b>2.</b>	Manager then distributes tips accordingly.
<b>3.</b>	Manger is asked to confirm distribution.
<b>4.</b>	Manger then returns to home screen.
<b>Event Flow Image:</b>	
 <pre> graph LR     Manager((Manager)) --- DistributeTips([Distribute Tips]) </pre> <p>The diagram shows a stick figure actor labeled 'Manager' on the left. A line connects the actor to an oval use case labeled 'Distribute Tips' on the right.</p>	

<b>Name:</b>	View Payment Status
<b>Participating Actor:</b>	Wait staff, Manager
<b>Entry Condition:</b>	Actor has logged into the system accordingly.
<b>Exit Condition:</b>	The payment status is viewed.



<b>Name:</b>	Place Order
<b>Participating Actor:</b>	Customer, Wait staff, Kitchen staff
<b>Entry Condition:</b>	Customer is at the device Device is on and ready to receive order
<b>Exit Condition:</b>	Order has been sent to the kitchen

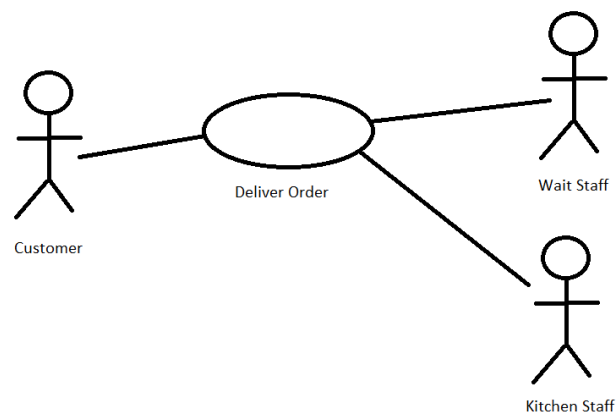
<b>Event Flow:</b>	
<b>1.</b>	Customer chooses an order from the menu with any special changes needed
<b>2.</b>	Device displays all food ordered for confirmation under “view cart” tab.
<b>3.</b>	Customer hits “Confirm” button in view cart to send order.
<b>4.</b>	Order goes to the kitchen
<b>5.</b>	Wait staff and Kitchen staff receive order
<b>Flow Image:</b>	





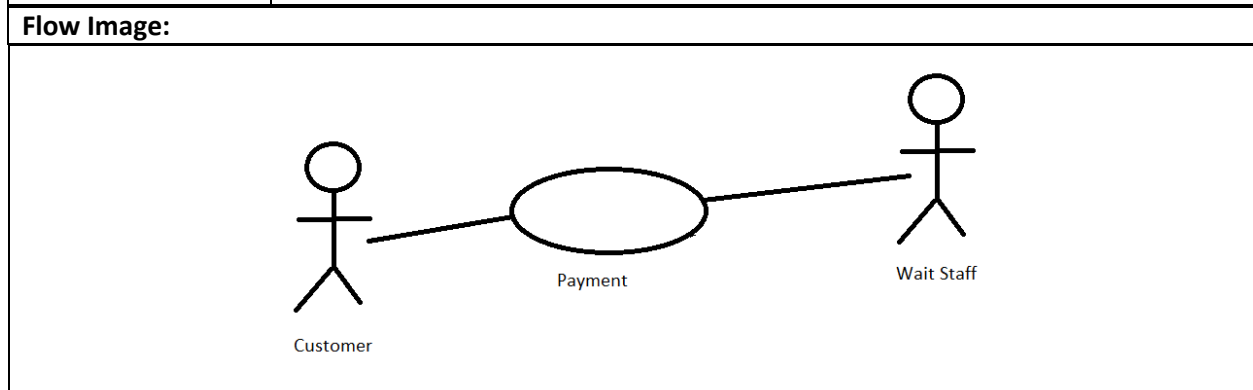
<b>Name:</b>	Deliver Order
<b>Participating Actors:</b>	Customer, Wait Staff, Kitchen staff
<b>Entry Condition:</b>	Food is ready to deliver to Customer
<b>Exit Condition:</b>	Customer receives food

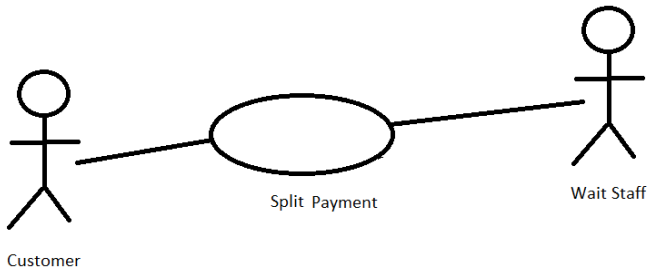
<b>Event Flow:</b>	
	The Kitchen swipes order that is ready.
1.	The Wait staff gets the update that the food is ready under view
2.	The Wait staff picks up the food from the kitchen
3.	The Wait staff takes food to Customer
4.	Customer receives food
<b>Flow Image:</b>	



<b>Event Flow:</b>	
<b>Name:</b>	Payment
<b>Participating Actors:</b>	Customer, Wait Staff
<b>Entry Condition:</b>	Customer is finished eating and ready to pay
<b>Exit Condition:</b>	Customer has paid for their food

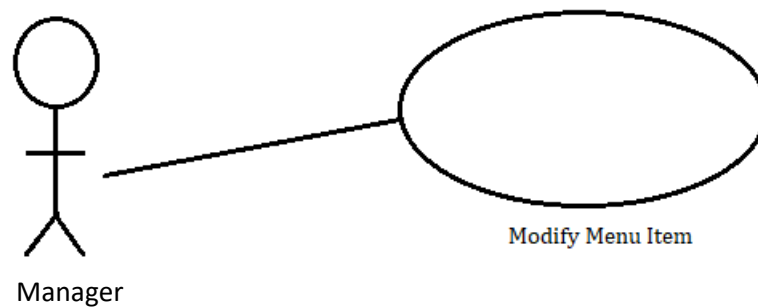
1.	Customer selects "PAY" on device
2.	Customer selects method of payment (cash, card, coupon)
3.	Customer selects TIP amount
4.	Customer pays for food using device, or the wait staff if cash



<b>Name:</b>	Split Payment
<b>Participating Actors:</b>	Customers, Wait Staff
<b>Entry Condition:</b>	Customers are finished eating and ready to pay
<b>Exit Condition:</b>	Customers have paid for their food
<b>Event Flow:</b>	
1.	Customers selects "PAY" on device
2.	Customers select "Split Bill" on device
3.	Customers select how to split the payment
4.	Customers select method of payment (cash, card, coupon)
5.	Customers select TIP amount
6.	Customers pays for food using device, or the wait staff if cash
<b>Flow Image:</b>	
 <pre> graph LR     Customer((Customer)) --- SP([Split Payment])     SP --- WaitStaff((Wait Staff)) </pre> <p>The diagram shows two actors, 'Customer' and 'Wait Staff', represented by stick figures. A central oval labeled 'Split Payment' represents the use case. A line connects the Customer actor to the 'Split Payment' use case, and another line connects the 'Split Payment' use case to the Wait Staff actor.</p>	

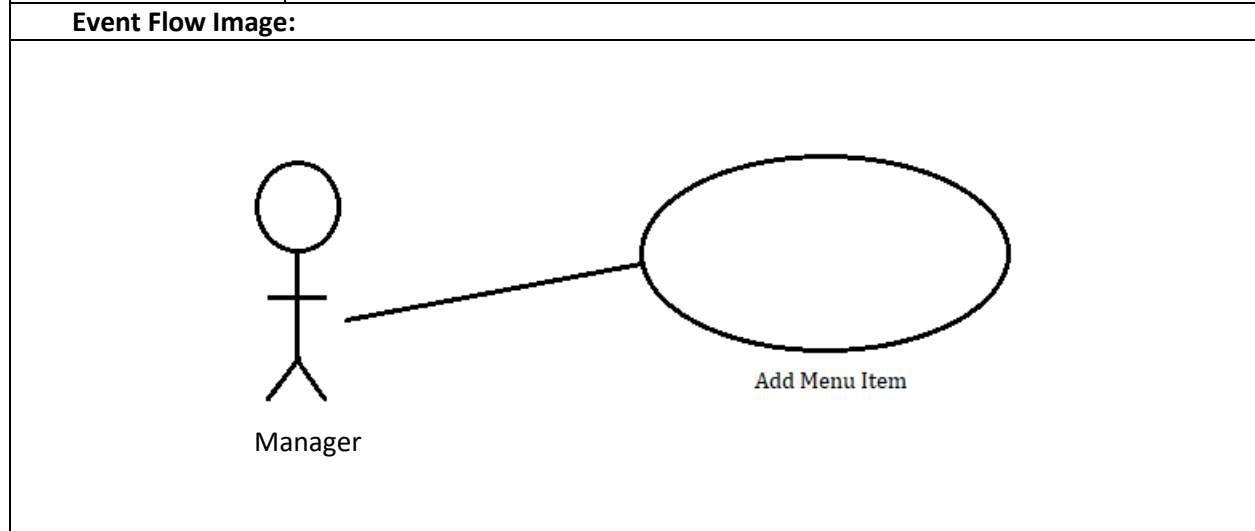
<b>Name:</b>	Modify Menu Item
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Manager is logged into the system, under the manager section. Manager is viewing the manager home screen.
<b>Exit Condition:</b>	Manager is viewing the manager home screen.

<b>Event Flow:</b>	
<b>1.</b>	Manager selects "Edit Menu".
<b>2.</b>	Manager selects a: appetizer, entrees, drinks, desserts, or kids' meal.
<b>3.</b>	Manager selects which menu item to modify.
<b>4.</b>	Manager modifies menu item.
<b>5.</b>	Manager selects "Submit".
<b>Event Flow Image:</b>	



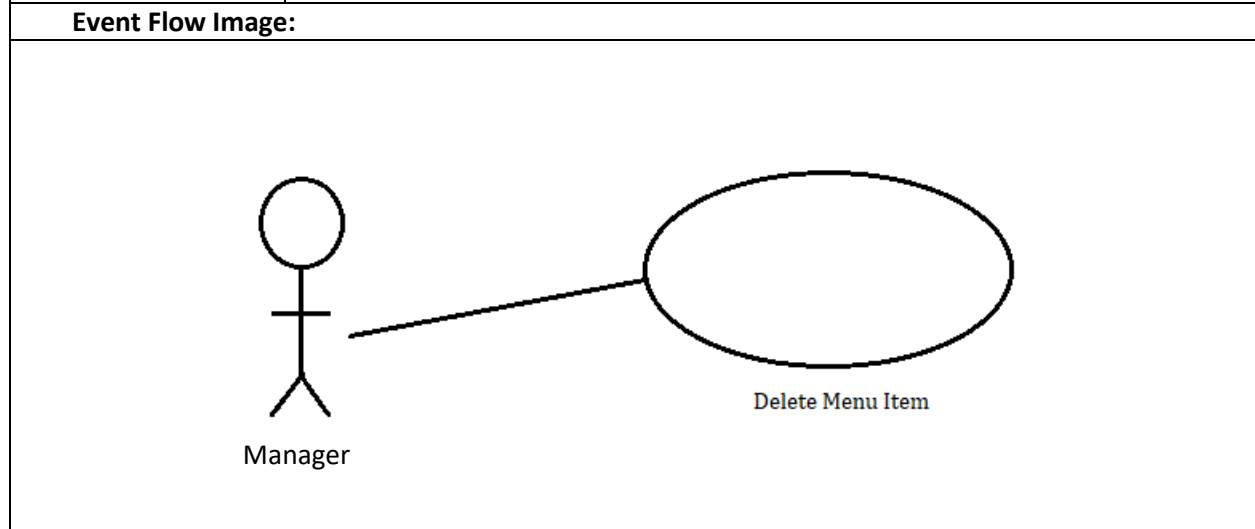
<b>Name:</b>	Add Menu Item
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Manager is logged into the system, under the manager section. Manager is viewing the manager home screen.
<b>Exit Condition:</b>	Manager is viewing the manager home screen.

<b>Event Flow:</b>	
<b>1.</b>	Manager selects "Edit Menu".
<b>2.</b>	Manager selects "Add"
<b>3.</b>	Manager selects a category: appetizer, entrees, drinks, desserts, or kids' meal.
<b>4.</b>	Manager adds menu item.
<b>5.</b>	Manager selects "Submit".

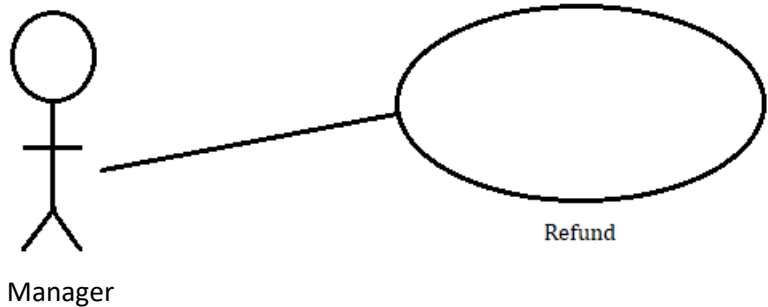


<b>Name:</b>	Delete Menu Item
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Manager is logged into the system, under the manager section. Manager is viewing the manager home screen.
<b>Exit Condition:</b>	Manager is viewing the manager home screen.

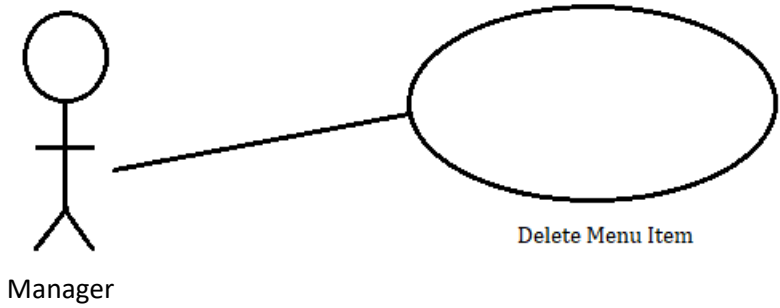
<b>Event Flow:</b>	
<b>1.</b>	Manager selects "Menu".
<b>2.</b>	Manager selects "Delete".
<b>3.</b>	Manager selects a category: appetizer, entrees, drinks, desserts, or kids' meal.
<b>4.</b>	Manager selects which menu item to delete.
<b>5.</b>	Manager selects "Submit".



<b>Name:</b>	Refund
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Manager must be present at customer device. Manager is viewing the customer payment screen.
<b>Exit Condition:</b>	Manager is viewing the manager home screen.

<b>Event Flow:</b>	
<b>1.</b>	Manager enters password into comp field.
<b>3.</b>	Item is processed, and meal is free.
<b>4.</b>	Manager selects "submit".
<b>Event Flow Image:</b>	
 <pre> graph LR     Manager((Manager)) --- Refund([Refund]) </pre>	

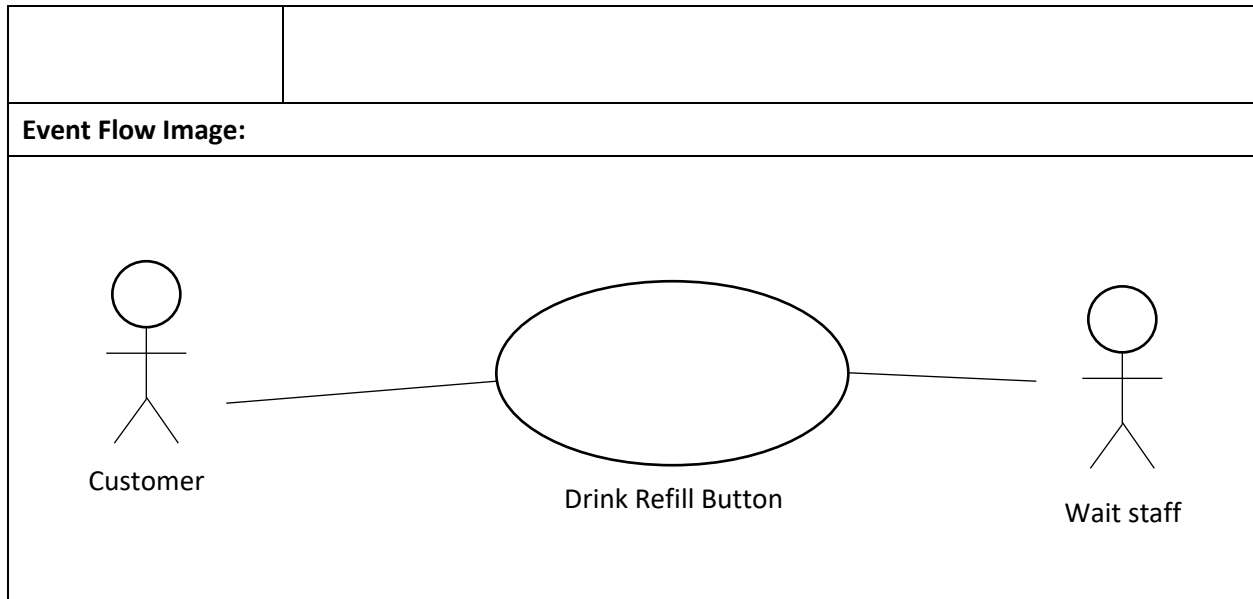
<b>Name:</b>	View Surveys
<b>Participating Actor:</b>	Manager
<b>Entry Condition:</b>	Manager is logged into the system, under the manager section. Manager is viewing the manager home screen.
<b>Exit Condition:</b>	Manager is viewing the manager home screen.

<b>Event Flow:</b>	
<b>1.</b>	Manager selects “View Surveys”.
<b>5.</b>	Manager can scroll through and view list of surveys.
<b>Event Flow Image:</b>	
 <pre> graph LR     Manager((Manager)) --- DeleteMenu([Delete Menu Item]) </pre>	

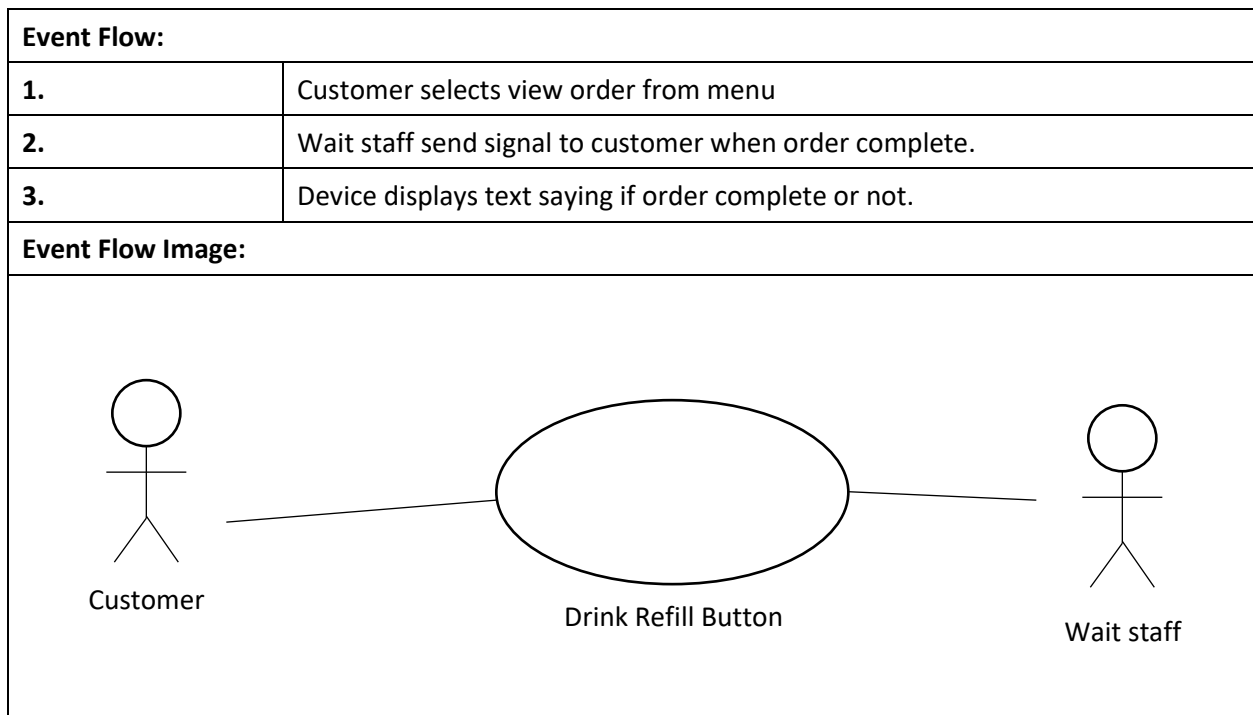
<b>Name:</b>	Place Order
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	Customer is sitting at table with kiosk app
<b>Exit Condition:</b>	Customer has placed an order, viewing at home screen

<b>Event Flow:</b>	
<b>1.</b>	Customer selects food menu from menu.
<b>2.</b>	Device displays list of categories.
<b>3.</b>	Customer selects category and food they would like.
<b>4.</b>	Customer selects “cart” button.
<b>5.</b>	Signal is sent to wait and kitchen staff, notifying them of order.
<b>7.</b>	Device notifies customer when waitstaff is on their way.





<b>Name:</b>	View order status
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	Customer is sitting at table with kiosk app
<b>Exit Condition:</b>	Customer viewing order status



<b>Name:</b>	To Go
<b>Participating Actor:</b>	Customer
<b>Entry Condition:</b>	Customer is sitting at table with kiosk app
<b>Exit Condition:</b>	Customer brought to home screen

