**Ingram Brewery User Story**

Customer walks into Ingram Brewery and request a beer menu. Customer then decides what beer he / she wants and places an order. Customer gets the userId, username, and beverage name returned. Lastly, if the beer is dry, then must be brewed and then sent to the customer.

* Request Beer Menu
  + Retrieve Beer Information from BeerService.
* User places beer order
  + And corresponding User information from the UserService.
  + If beer is dry, then must be brewed / send notification of brewing please wait. Set a timer of like 1 min or 30 seconds.
* Display in the BreweryService.
  + Displays userid, username, and beverage name.
  + Display a brewing message when brewing.

Ingram Brewery Microservices

* Beer Service
* Eureka Server Service
* Brewery Service
* User Service

Client

Server

Client

Client

Beer Service

User Service

Brewery Service

Eureka Server

* Use the Brewery Service to fetch a welcome message from the Beer Service through the Eureka Server Service as a client. Just to make sure my Microservices are working!
* Use the Brewery service to fetch the beer menu from the Beer service through the Eureka Server Service as a client.
* Fetch Beer information from the Beer Service and corresponding User information from User Service and display in the Brewery Service.