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| USE CASE 6 | Purchase beverage | |
| Goal in Context | Drinker is given a chosen drink after payment | |
| Scope & Level | Coffee machine | |
| Preconditions | none | |
| Success End Condition | Drinker has chosen coffee, machine has payment | |
| Failed End Condition | Drinker did not get coffee, machine gave back the payment | |
| Primary,  Secondary Actors | Drinker  - | |
| Trigger | Drinker choses *Purchase beverage* | |
| DESCRIPTION | STEP | ACTION |
|  | 1 | Drinker choses *Purchase beverage* |
|  | 2 | Drinker choses a drink |
|  | 3 | Drinker choses a sugar level of the drink |
|  | 4 | System checks inventory for required ingredients |
|  | 5 | Drinker pays for the drink |
|  | 6 | System prepares and dispense drink |
| EXTENSIONS | STEP | BRANCHING ACTION |
|  | 4a | No ingredients – System returns paymeny. Go to step 2. |
|  | 5a | Drinker pays more then needed – System gives change. Go to step 5 |
|  | 5aa | System does not have enough money - System asks if Drinker accepts no change. If not returns payement and use case ends. |
|  | 6a | If order was done remotly drone will be dispatched with the order |
| SUB-VARIATIONS | STEP | BRANCHING ACTION |
|  |  |  |
|  | 5 | User may use credit card or cash (if order is not done remotly) etc. |