

3. Add items to cart

Summary: Player adds items to the cart that s/he intends to purchase.

Priority: High

Extends:

Includes:

Participators: User

	Actor	System
1.		Displays item categories with grid of equals
2.	Clicks on one category	
3.		Updates view with a new grid of equals with items in chosen category
	Clicks on item to put in cart	
		Updates cart with item

4. Order

Summary: Send cart of items to host

Priority: High

Extends:

Includes:

Participators: User, host

	Actor	System
1.	Clicks on cart button	
2.		Show items in cart view
3.	Clicks on confirm order	
4.		Send order to the host
5.		Add order to list.

5. First in queue

Summary: Confirm that it's a specific users time to pay

Priority: High

Extends:

Includes:

Participators: Host

	Actor	System
1.	Confirms that bartenderis ready for the next order	
2.		Update list, send notification to the next costumer that is in line
3.		Update all users queue position.
4.		Countdown waiting time
5.	Confirms if payment is made or not	
6.		If customer pays in time shows order then back to 1. If not gives this customer a strike and back to 2.

4. Change menu

Summary: Update menu of drinks available

Priority: High

Extends:

Includes:

Participators: Host

	Actor	System
1.	Add items to menu	
2.		Return code for the specific menu
3.		