Wait-Less Scenario
Group 20 - Hongcheng Wu, Spancer Guo, Jiajie Lin, Zachary Flebbe

Wait-less is a restaurant management app that will increase server's and host's work efficiency as well as help the manager/owner to manage the restaurant. This application will have three user modes (host, waiter, and manager).

When the application launches, the system will display a welcome screen. First, the user has to clock in for work. After the user is clocked in they will be able to access each mode's features. This allows the user to choose from Host Mode, Waiter Mode or Manager Mode. In this release we will be focusing on the GUI for those three modes as well as the database for the application so it can be used on different computers.

Scenario "Host Mode"

When the host logs in to the application, the system will display the status of all tables in the restaurant. This includes the visual representation of the layout of the restaurant, as well as the tables which are currently occupied, available, or reserved. If a table becomes available and the waitlist is not empty, the system will display a pop up screen to let the host know that the next table on the waitlist can be seated. On the bottom of the host's screen there will be 3 buttons:

Check Tables --- The system will ask the user to input the size of the customer group and checks if there is an available table for the customers. If there is an available table, the table number will be displayed, and the table status will be set to occupied; otherwise, the estimated waiting time will be displayed. If there is no available table, the host will be prompted to enter customer information into the waitlist tab.

Wait List --- This is used when there are no tables available for the party size in the restaurant. The system will ask for the customer's first and last name, phone number, number of guests, arrival time, and estimated time until a table is free. The waitlist can be sorted by number of guests in the party or arrival time.

Reservation ---This is used when customers call to make a reservation before they come in. The system will ask for the customer's first and last name, phone number, number of guests, and when the party will be arriving. The reservation list can be sorted by number of guests in the party, or each reservation's arrival time. the system will mark the corresponding table as reserved an hour before the reservation.

Scenario "Waiter Mode"

When a waiter logs in to the application, the system will display all the tables in the restaurant along with their status. The tables are distinguished by the color of the table icon. For example: white is available, red is occupied, and green is paid. All of the table icons are clickable; when the waiter clicks on a table, two buttons will show up:

Order button --- a menu will be displayed with all item prices; the waiter can place an order to be sent to the kitchen.

Check button --- prints the bill of the table.

Scenario "Manager Mode"

When the host button is clicked, the system will request the current user to enter their code/password for verification. The system will display the current statistics of the restaurant. This will include the amount of time since tables have been served and the current wait time for a table. At the bottom of the application there will be three buttons:

Display button --- this lists all current waiters in the restaurant and the tables the waiter is currently assigned along their clock in/out time of the day.

Schedule button --- responsible for scheduling the waiters work time for the week, this is useful in the event a waiter calls off.

Close button --- will print out a final conclusion of daily total revenue and number of customers. Will also reset all data for the next day.

Scenario "Database"

The database is used to communicate between devices, it contains multiple tables to store data. *Account table* --- used to login and identify the position of a user: host, manager, or waiter. *Menu table* --- menu is updated every time a user logs in, so the current menu on the devices is always up to date. *Schedule table* --- all users can see the updated schedule.
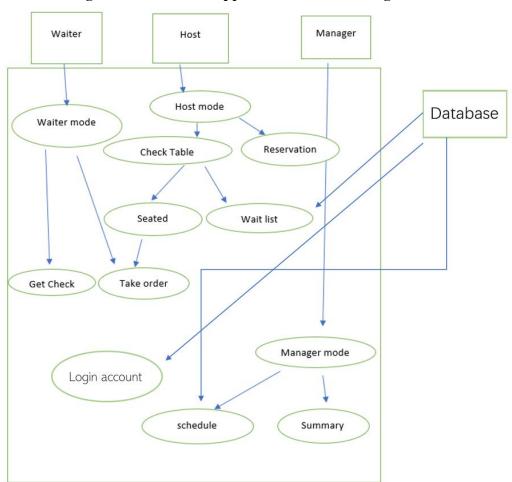
Figure 1 - Wait-Less application Scenario Diagram