

Use cases:

Title: Buy WashCard

Actors: Customer

Main Success scenario:

Customer buys an electronic WashCard that contains a value of washes for 200-1000 kr with his/her credit card.

1. Customer chooses "Buy new WashCard" on the machine and selects a starting amount.
2. Machine asks for payment.
3. Customer chooses payment method (credit card type)
4. Machine validates payment method
5. Customer pays specified amount
6. Machine validates payment and asks customer if they wish a receipt
7. Customer chooses to print receipt
8. Machine prints out WashCard and receipt

Extensions:

1. The machine doesn't accept the customer's credit card, so the purchase of the WashCard fails. (Failure at step 3-6)
 - a. Machine informs customer of failure then returns to step 2.
2. Customer chooses to cancel the transaction (failure at step 2-5)
 - a. Machine informs customer of canceled transaction and returns to idle
3. Customer chooses not to print a receipt and moves to step 8.

Title: Buy wash

Actors: Customer

Main Success scenario:

1. Customer inserts his/her WashCard into the machine.
2. Balance on WashCard is displayed along with options.
3. Now the customer can choose between 3 different kinds of washes: bronze wash, silver wash and gold wash.
4. Customer chooses a specific wash type and agrees to the price.
5. Machine asks if the customer wants a receipt
6. Customer chooses to print receipt
7. Price of wash is deducted from WashCard
8. Receipt is printed

Extensions:

1. The wrong price is deducted from the WashCard when the customer buys his/her chosen wash.
2. The machine chooses bronze wash when the customer has chosen gold wash.

Title: Refill WashCard

Actors: Customer

Main success scenario:

1. Customer inserts WashCard in the machine
2. Machine displays current balance and options
3. Customer chooses to refill the WashCard with a specified amount
4. Machine asks for payment
5. Customer chooses payment method
6. Machine validates payment method
7. Customer pays the specified amount
8. Machine validates payment and asks if the customer wants a receipt
9. Customer chooses to print receipt
10. Machine prints receipt and returns to current balance and options

Extensions:

1. When the customer refills his/her WashCard with a self-chosen amount of money, the WashCard is not refilled; the amount of money disappears from the credit card and is lost.
2. The system chooses a wrong amount of money, which is different from the amount chosen by the customer.

Title: Send statistics to owner

Actors: Administrator

Main success scenario:

1. A digital copy of the receipt (also if the customer has chosen not to print a receipt) is saved by the system.
2. The system uses the various digital receipts from the different car washes to compile statistics of the Car Wash system.
3. The admin chooses to retrieve statistics from the system
4. The system asks for specific details to send to the admin (timeframe, only GoldWash etc.)
5. The admin specifies what statistics is needed
6. The system sends those statistics to the admin

Extensions:

1. Administrator asks for statistics that don't exist (failure at step 5)
 - a. System responds with an error message and goes to step 4

Navneord

- Customer
- Washcard
- Wash
- Credit card
- Starting amount
- Machine
- Payment
- Payment method
- Receipt
- Purchase
- Transaction
- Balance
- Options
- Washtypes:
 - o Bronze
 - o Silver
 - o Gold
- Price
- Statistics
- Owner
- Administrator
- Digital copy
- System
- Details
- Error message

Udsagnsord

- Buy
- Contain
- Choose
- Validate
- Ask
- Print
- Accept
- Failed
- Inform
- Cancel
- Insert
- Displayed
- Agree
- Deduct
- Refill (washcard)
- Lost
- Saved
- Compile

- Retrieve
- Specify
- Sends
- Exists
- Responds
- Go