

# The Leftovers

## Validation Tests

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Test Case No.	Traces to Requirement No.	Test Steps	Expected Output	Comments	Pass/Fail
1	1.1	1. From a Table screen, select order 2. Select a menu item 3. Make a substitution in the item options 4. Add the item to the order	The menu item in the order will show the requested substitution		
2	1.2	1. From a Table screen, select order 2. Click on more info button on menu item	The price, nutrition information, allergens, and an image for the selected menu item will be displayed		
3	1.3	1. Have an ingredient have 0 amount in inventory 2. From a Table screen, select order	The menu items that require the out of stock ingredient will not be shown		
4	1.4	1. From a Table screen, have orders previously placed that contains a drink and entree 2. Select Pay	A credit of the cost of the drink will be added to the order		
5	1.5	1. From a Table screen, select order 2. Select a menu item 3. Write a note in note section 4. Add the item to the order	The menu item in the order will have a note section with the written note		
6	1.6	1. From a Table screen, have an order pending with items in it 2. Select send to kitchen 3. Confirm	The kitchen will have all the information in the order added to an order in their list		

7	1.7	<ol style="list-style-type: none"> <li>1. From a Table screen, have an order pending with items in it</li> <li>2. Select send to kitchen</li> </ol>	A prompt will be shown to the customer to confirm their order		
8	1.8	<ol style="list-style-type: none"> <li>1. From a Table screen, have an order pending with items in it</li> <li>2. Have the system time be between 11:30pm - 8:00am</li> <li>3. Select send to kitchen</li> </ol>	An error will show telling the customer an order can not be placed		
9	1.9	<ol style="list-style-type: none"> <li>1. From a Table screen, have an order pending with items in it</li> <li>2. Select send to kitchen</li> <li>3. Confirm</li> </ol>	The ingredients database will decrease by all the ingredients requested in the order		
10	2	<ol style="list-style-type: none"> <li>1. From a Table screen, select Games</li> <li>2. Select a game</li> </ol>	The selected game will start No Help, Refill, or Order Buttons will be displayed		
11	3	<ol style="list-style-type: none"> <li>1. Be on any Table screen not in kids mode</li> <li>2. Select Help</li> <li>3. Select Server</li> </ol>	A Server will receive a notification and come to the aid of the customer		
12	3	<ol style="list-style-type: none"> <li>1. Be on any Table screen not in kids mode</li> <li>2. Select Refill</li> </ol>	A Server will receive a notification and come back with the customer's desired drink		
13	4	<ol style="list-style-type: none"> <li>1. From a Table screen, have orders previously placed</li> <li>2. Select Pay</li> <li>3. Select Payment type</li> <li>4. Process Payment</li> </ol>	The payment will be accepted and the table marked as paid		
14	4.1	<ol style="list-style-type: none"> <li>1. From a Table screen, have orders previously placed</li> <li>2. Select Pay</li> <li>3. Enter a valid coupon code in coupon section</li> </ol>	The price for the order will be discounted		

15	4.2	<ol style="list-style-type: none"> <li>1. From a Table screen, have orders previously placed that contains a kids meal and entree</li> <li>2. Have the time be after 4:00 on Monday</li> <li>3. Select Pay</li> </ol>	A credit of the cost of the kids meal will be added to the order		
16	4.3	<ol style="list-style-type: none"> <li>1. From a Table screen, have orders previously placed</li> <li>2. Select Pay</li> <li>3. Enter tip amount in tip section on screen</li> <li>4. Finish paying</li> </ol>	The order total will increase by tip amount and the server's account tip section will increase as well		
17	4.4	<ol style="list-style-type: none"> <li>1. From a Table screen, finish paying for all orders</li> <li>2. Play game that pops up</li> </ol>	If won, a free dessert coupon will be given in receipt		
18	4.5	<ol style="list-style-type: none"> <li>1. From a Table screen, have orders previously placed</li> <li>2. Select Pay</li> <li>3. Select Split Bill</li> <li>4. Enter desired split</li> <li>5. Process payments for each split</li> </ol>	The orders will be paid for from multiple sources		
19	4.6	<ol style="list-style-type: none"> <li>1. From a Table screen, finish paying for all orders</li> <li>2. Select Skip game</li> <li>3. Select Printed &amp; Emailed</li> </ol>	The customer will receive an email and physical receipt		
20	5	<ol style="list-style-type: none"> <li>1. From a manager screen, select table statuses</li> </ol>	A list of accurate table statuses are shown		
21	6	<ol style="list-style-type: none"> <li>1. On a logged out Server screen</li> <li>2. Enter a valid server id</li> <li>3. Enter the corresponding password</li> <li>4. Select login</li> </ol>	The server was logged in and can now perform server tasks		
22	6.1	<ol style="list-style-type: none"> <li>1. On a Server screen, select log out</li> </ol>	The server is logged out, and the elapsed time since login is added to hours worked on server account		
23	7	<ol style="list-style-type: none"> <li>1. On a Server screen, select order</li> <li>2. Input number of table server is ordering for</li> <li>3. Order as if customer</li> </ol>	An order is placed for the desired table		

24	8	<ol style="list-style-type: none"> <li>1. On a Server screen, select Process Payment</li> <li>2. Input number of table server is paying for</li> <li>3. Process payment as if customer</li> </ol>	The payment is processed and the table total decreases by amount paid		
25	9	<ol style="list-style-type: none"> <li>1. On a Server screen, select Comp Item</li> <li>2. Select table who has ordered placed</li> <li>3. Select item in table's orders to be comped</li> <li>4. Confirm</li> </ol>	The orders total is decreased by comped item amount and the comp is recorded on server account		
26	10	<ol style="list-style-type: none"> <li>1. On a Server screen, select Call Manager</li> </ol>	The manager will receive a notification that the server needs help		
27	11	<ol style="list-style-type: none"> <li>1. Have orders submitted from various tables</li> </ol>	The kitchen screen displays the list of orders ordered by time sent.		
28	11.1	<ol style="list-style-type: none"> <li>1. Have order submitted and shown on kitchen order screen</li> <li>2. Select complete next to menu item in order</li> </ol>	The meal is marked as completed on order screen		
29	12	<ol style="list-style-type: none"> <li>1. Have order marked as complete by kitchen</li> </ol>	The server for the table who placed the order will receive a order complete notification		
30	13	<ol style="list-style-type: none"> <li>1. From the Kitchen Screen, select call for help</li> <li>2. Select employee to call</li> </ol>	The chosen employee will receive a help notification from kitchen		
31	14.1	<ol style="list-style-type: none"> <li>1. From manager's main menu, select "Edit Menu"</li> <li>2. Navigate to a menu item</li> <li>3. Select "Remove" next to the menu item</li> <li>4. Select "Yes" to confirm decision</li> </ol>	The menu will no longer show the deleted one		

32	14.1	<ol style="list-style-type: none"> <li>1. From manager's main menu, select "Edit Menu"</li> <li>2. Select "Add Item"</li> <li>3. Input new item's information</li> <li>4. Click the "Upload Image" button and select an image on the local disc</li> <li>5. Click "Submit" button</li> </ol>	The menu will show the new menu item		
33	14.2	<ol style="list-style-type: none"> <li>1. From manager's main menu, select "Edit Menu"</li> <li>2. Select menu item to be edited</li> <li>3. Click "Edit" button next to data item to be changed</li> <li>4. Edit data item</li> <li>5. Click "Save" button</li> </ol>	The menu items details will show change when viewed now		
34	15.1	<ol style="list-style-type: none"> <li>1. From manager's main menu, select "Inventory"</li> <li>2. Select "Add Item"</li> <li>3. Input new item's name and quantity</li> <li>4. Click "Submit" button</li> </ol>	The new ingredient will be shown in inventory with inputted quantity		
35	15.1	<ol style="list-style-type: none"> <li>1. From manager's main menu, select "Inventory"</li> <li>2. Click "Remove Items" button</li> <li>3. Click "Remove" button next to an ingredient</li> <li>4. Select "Yes" to confirm</li> </ol>	Removed item will no longer be shown in inventory		
36	15.2	<ol style="list-style-type: none"> <li>1. From manager's main menu, select "Inventory"</li> <li>2. Click "Edit" button next to an item</li> <li>3. Type in a new quantity</li> <li>4. Click "Save" button</li> </ol>	The shown count for the changed ingredient will be changed		
37	16	<ol style="list-style-type: none"> <li>1. From manager's main menu, select "Staff"</li> <li>2. Click "Add Employee" button</li> <li>3. Enter a name for new employee in name field</li> <li>4. Enter an ID for new employee in ID field</li> <li>5. Click "Submit" button</li> </ol>	The new employee account will be visible on "Staff" screen		

38	16	<ol style="list-style-type: none"> <li>1. From manager's main menu, select "Staff"</li> <li>2. Select "Remove" next to an employee account</li> <li>3. Select "Yes" to confirm</li> </ol>	The selected item will no longer be visible on "Staff" screen		
39	17	<ol style="list-style-type: none"> <li>1. From manager's main menu, select Employee info</li> </ol>	A table showing hours worked, total tips, and number of comps for each employee will be shown		
40	18	<ol style="list-style-type: none"> <li>1. From manager's main menu, select Sales report</li> </ol>	A table showing a list of all menu items ordered by number of times purchased and the times purchased amount will be shown		
41	19	<ol style="list-style-type: none"> <li>1. From manager's main menu, select Create Coupon</li> <li>2. Choose coupon effect</li> <li>3. Select Expiration Date</li> <li>4. Confirm</li> </ol>	A useable coupon code will be created		
42	20.1	<ol style="list-style-type: none"> <li>1. Customer reaches the login menu screen.</li> <li>2. Customer selects "create new account."</li> <li>3. Customer enters personal information</li> <li>4. Customer selects "create account."</li> </ol>	Customer's loyalty reward account is created.		
43	20.2	<ol style="list-style-type: none"> <li>1. Customer reaches the login menu screen.</li> <li>2. Customer enters loyalty ID.</li> <li>3. Customer selects "Login."</li> </ol>	Customer's loyalty reward account is successfully accessed.		
44	20.3	<ol style="list-style-type: none"> <li>1. Customer reaches the menu selection screen.</li> <li>2. Customer selects "Past orders."</li> <li>3. Customer scrolls through history of orders and selects a desired order.</li> <li>4. Customer selects "add to order"</li> </ol>	Customer places a previously ordered item in their cart, ready to be ordered.		

45	21	<ol style="list-style-type: none"> <li>1. Customer reaches the menu selection screen.</li> <li>2. Customer selects drinks</li> <li>3. Customer selects desired drink from list</li> <li>4. Customer selects add to order</li> <li>5. Drink is added to cart</li> </ol>	The menu item in the order will show the reduced happy hour price based on local time.		
46	22	<ol style="list-style-type: none"> <li>1. Customer reaches media selection screen.</li> <li>2. Customer searches for desired media.</li> <li>3. Customer selects desired media.</li> </ol>	The requested media will start to play.		
47	23	<ol style="list-style-type: none"> <li>1. Customer reaches payment screen</li> <li>2. Customer enters desired tip amount in tip box.</li> <li>3. Customer selects feedback field and types feedback to be given to the server.</li> <li>4. Customer finishes the payment process.</li> </ol>	Server receives notification with typed feedback.		
48	24	<ol style="list-style-type: none"> <li>1. From manager's main menu, select Schedule</li> <li>2. Manager enters ID of employee being scheduled</li> <li>3. Manager inputs all shifts the employee will work into schedule</li> <li>4. Manager selects generate schedule.</li> </ol>	A schedule for selected employee with imputed shifts is generated.		
49	25	<ol style="list-style-type: none"> <li>1. Customer opens menu</li> <li>2. Customer selects Popular Items</li> </ol>	The Customer sees list of top 5 most ordered items of the day		