

# The Leftovers

## Use Cases

Nicholas Chiapputo, Khaemon Edwards, Caleb Halter,  
Jacob Robbins, Ryan Vanek, Saidat Babatunde,  
Ephraim Emilimor, Jordan Simmons

March 14, 2020

### 1. **Name:** Customer Places Order

**Participating Actors:** Customer — Kitchen

**Entry Condition:** Customer has placed one or more items in the order

**Exit Condition:** Order has been sent to the kitchen

**Event Flow:**

1. Customer selects items for order.
2. If current local time is 11:30pm or later, no items are able to be added to an order.
3. Customer edits items as desired.
4. Customer reviews order.
5. Customer confirms order.
6. System updates the inventory with respect to the items in the order.
7. Order is sent to the kitchen.

### 2. **Name:** Play a Free Game

**Participating Actors:** Customer

**Entry Condition:** Customer is at system main menu

**Exit Condition:** Customer has played a free game and has exited the game screen

**Event Flow:**

1. Customer clicks Game button.
2. System switches to screen with a list of games.
3. System temporarily suspends options for placing an order, asking for help or requesting a refill.
4. Customer chooses a game to play.
5. Customer plays game.
6. Customer exits the game
7. System resumes and exits the game screen, allowing the customer to place an order, ask for help, or request a refill.

3. **Name:** Customer Calls Server For Help

**Participating Actors:** Customer — Server

**Entry Condition:** Customer is not in kid's mode

**Exit Condition:** Server has received help notification

**Event Flow:**

1. Customer selects option to call for help.
2. Server receives notification for help from customer.

4. **Name:** Send Request for Refill

**Participating Actors:** Customer — Server

**Entry Condition:** Customer is not in kid's mode

**Exit Condition:** Server has received refill request

**Event Flow:**

1. Customer selects optio to request a refill
2. Server receives refill request notification

5. **Name:** Customer Pays for Order(s)

**Participating Actors:** Customer

**Entry Condition:** Customer has placed one or more orders

**Exit Condition:** Customer receives receipt

**Event Flow:**

1. Customer selects Pay Now button.
2. Customer splits order by selecting which menu items they wish to pay for.
3. System displays the amount due including tax.
4. Customer applies applicable coupons to order.
5. Customer adds desired tip amount for server.
6. Customer adds special note to server if desired.
7. Customer pays the amount due.
8. Customer selects print or email receipt option after the transaction has been processed.

6. **Name:** Kid's Discount

**Participating Actors:** Customer

**Entry Condition:** It is Monday between the hours of 4:00pm and 11:59pm — At least one entrée has been ordered

**Exit Condition:** Customer has received a free kid's meal

**Event Flow:**

1. Customer adds kid's meal to order.
2. Kid's meal price is reduced to \$0.00 for each entree that has been ordered.

7. **Name:** Win Dessert

**Participating Actors:** Customer

**Entry Condition:** Customer has paid all orders in full

**Exit Condition:** Customer has finished playing dessert game

**Event Flow:**

1. Customer is given option to play game for a chance to win a free dessert.
2. Customer wins a coupon for a free dessert with a 1 in 5 chance.

8. **Name:** Server Checks Table Status

**Participating Actors:** Server

**Entry Condition:** Server is on the main menu

**Exit Condition:** Server is given table status

**Event Flow:**

1. Server selects Tables from the main menu.
2. Tables are displayed under the headings Ordered, Eating, and Paid with appropriate table numbers.

9. **Name:** Server Logs Into System

**Participating Actors:** Server

**Entry Condition:** Server's device is not logged in

**Exit Condition:** Server is logged in to device

**Event Flow:**

1. Server enters credentials on login screen.
2. Server selects "Clock In" button.
3. If credentials are incorrect, the server is returned to the login screen.
4. If credentials are correct, server is logged in to the system.

10. **Name:** Server Logs Out of System

**Participating Actors:**

**Entry Condition:**

**Exit Condition:**

**Event Flow:**

1. Server selects the “Clock Out” option on the menu.
2. Server is automatically clocked out and returned to the login screen.

11. **Name:** Server Places Order

**Participating Actors:** Server — Customer — Kitchen

**Entry Condition:** Server is on table status screen

**Exit Condition:** Order has been sent to the kitchen

**Event Flow:**

1. Server selects appropriate table number.
2. Server selects “View Order” option for the table.
3. Server adds customers desired items with any desired modifications.
4. Server confirms order.
5. Order is sent to the kitchen.

12. **Name:** Server Processes Payment

**Participating Actors:** Server — Customer

**Entry Condition:** Customer has placed order and server is on table status screen

**Exit Condition:** Payment has been processed

**Event Flow:**

1. Server selects appropriate table number
2. Server selects “View Bill” option for the table.
3. Server adds coupon codes as necessary.
4. Server splits the bill as necessary.
5. Server selects “Pay” option and processes the payment with desired payment method.

13. **Name:** Server Comps Order

**Participating Actors:** Server — Customer

**Entry Condition:** Customer has placed order and server is on table status screen

**Exit Condition:** Order has been comped

**Event Flow:**

1. Server selects appropriate table number.
2. Server selects “View Bill” option for the table.
3. Server selects “Comp Order” option on bill screen.
4. Server selects items to be comped
5. Server confirms selections and the desired items are comped

14. **Name:** Server Calls Manager for Assistance

**Participating Actors:** Server — Manager

**Entry Condition:** Server is in front of device

**Exit Condition:** Manager has received notification for help

**Event Flow:**

1. Server selects “Call Manager” button at the top of any screen on the device.
2. Manager receives notification that the server requires assistance.

15. **Name:** Server Receives Completed Order Notifications

**Participating Actors:** Server — Kitchen

**Entry Condition:** Order has been sent to kitchen

**Exit Condition:** Server receives completed order notification

**Event Flow:**

1. Once the kitchen has completed order, they mark it as complete.
2. Server receives notification that order has been marked as complete.

16. **Name:** Kitchen Calls Server for Help

**Participating Actors:** Kitchen — Server

**Entry Condition:** Kitchen staff is on kitchen system menu

**Exit Condition:** Server receives notification for help

**Event Flow:**

1. Kitchen staff clicks “Help” button.
2. Kitchen staff selects server to call.
3. Kitchen staff selects “Call Server”.
4. Server receives help notification.

17. **Name:** Kitchen Calls Manager for Help

**Participating Actors:** Kitchen — Manager

**Entry Condition:** Kitchen staff is on kitchen system menu

**Exit Condition:** Manager receives notification for help

**Event Flow:**

1. Kitchen staff clicks “Help” button.
2. Kitchen staff selects “Call Manager”.
3. Manager receives help notification.

18. **Name:** Kitchen Marks Order as Complete

**Participating Actors:** Kitchen

**Entry Condition:** Kitchen staff is on kitchen system menu

**Exit Condition:** Order has been marked as complete

**Event Flow:**

1. Kitchen staff selects order from list.
2. Kitchen staff selects individual meal from order.
3. Kitchen staff marks meal as completed.
4. Kitchen staff marks order as completed when all meals are marked complete.

19. **Name:** Add Menu Item to Menu

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** Item has been added to menu

**Event Flow:**

1. Manager clicks “Edit Menu” button.
2. Manager types “Add Item” button.
3. Manager enters items title, description, nutritional information, customization options, and allergen information in respective fields.
4. Manager clicks “Upload Image” button and selects an image on his/her local disc.
5. Manager clicks “Submit.”

20. **Name:** Remove Menu Item from Menu

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** Menu item’s details have been edited

**Event Flow:**

1. Manager clicks “Edit Menu” button.
2. Manager navigates to the menu item whose details he/she wishes to edit.
3. Manager selects menu item.
4. Manager clicks “Edit” button corresponding to the data he/she wishes to edit.
5. Manager clicks “Save” button to confirm changes to data.

21. **Name:** Edit Menu Item’s Details

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** Menu item’s details have been edited

**Event Flow:**

1. Manager clicks “Edit Menu” button.
2. Manager navigates to the menu item whose details he/she wishes to edit.
3. Manager selects menu item.
4. Manager clicks “Edit” button corresponding to the data he/she wishes to edit.
5. Manager clicks “Save” button to confirm changes to data.

22. **Name:** Create Inventory Item

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** Item has been added to inventory

**Event Flow:**

1. Manager clicks “Inventory” button.
2. Manager clicks “Add Item” button.
3. Manager types desired name and quantity of new item in respective fields.
4. Manager clicks “Submit” button.

23. **Name:** Remove Inventory Item

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** Item has been removed from inventory

**Event Flow:**

1. Manager clicks “Inventory” button.
2. Manager clicks “Remove Items” button.
3. Manager clicks “Remove” button corresponding to item he/she would like to remove.
4. Manager clicks “Yes” button to confirm item removal.

24. **Name:** Adjust Inventory Item Quantity

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** Inventory item’s quantity has been adjusted

**Event Flow:**

1. Manager clicks “Inventory” button.
2. Manager clicks “Edit” button corresponding to the item he/she wished to adjust.
3. Manager types desired quantity in quantity field.
4. Manager clicks “Save” button.



25. **Name:** Add Employee Account

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** Employee account has been added

**Event Flow:**

1. Manager clicks “Staff” button.
2. Manager clicks “Add Employee” button.
3. Manager types desired name of new employee in respective field.
4. Manager types desired ID of new employee in respective field.
5. Manager clicks “Submit” button.

26. **Name:** Delete Employee Account

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** Employee account has been deleted

**Event Flow:**

1. Manager clicks “Staff” button.
2. Manager clicks the “Remove” button corresponding to the employee account he/she wishes to delete.
3. Manager clicks the “Yes” button to confirm his/her decision.

27. **Name:** View Employee Statistics

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** System is displaying selected employee’s statistics for viewing

**Event Flow:**

1. Manager clicks “Staff” button.
2. System switches to screen with list of employee’s names.
3. Manager clicks on the name of the employee that corresponds to the employee the manager wishes to view.
4. System switches to screen that displays statistics of the selected employee for that week.

28. **Name:** View Menu Item Quantity Sold

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** System is displaying list of how many times each menu item has been ordered

**Event Flow:**

1. Manager clicks Stats button.
2. System switches to screen with a list of menu items, each with a number besides it that indicates how many times that menu item was ordered for the selected time period.
3. Manager clicks on time period at the top of the screen.
4. System displays a list of past time periods that can be selected.
5. Manager clicks on a time period.
6. System displays the list of menu items, each with a number besides it that indicates how many times that menu item was ordered during the new time period.

29. **Name:** Manager Generates Coupon

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu

**Exit Condition:** A new coupon and coupon code is generated

**Event Flow:**

1. Manager clicks “Coupons” button.
2. System switches to screen with default information for a new coupon.
3. Manager clicks on “date valid” field to edit the time period that the new coupon can be used.
4. Manager clicks on “text” field to edit the reason for the coupon.
5. Manager clicks on “discount” field to edit the coupons effect.
6. Manager clicks on “generate coupon” button.
7. The system generates a new coupon using the information in the fields.

30. **Name:** Enroll in a Loyalty Reward System

**Participating Actors:** Customer

**Entry Condition:** Customer is at table

**Exit Condition:** A new loyalty ID has been generated

**Event Flow:**

1. Customer selects "Loyalty Login".
2. Customer selects "Create Rewards Account".
3. Customer enters personal details.
4. Customer confirms information is valid and correct.
5. System generates new loyalty ID and provides it to the customer.

31. **Name:** Loyalty Reward Login

**Participating Actors:** Customer

**Entry Condition:** Customer is at system main menu

**Exit Condition:** Customer has logged in as loyalty member

**Event Flow:**

1. Customer selects "Loyalty Rewards".
2. Customer enters login information.
3. System prompts to re-order last ordered meal.
4. If customer selects "Yes", then last meal ordered is added to current order.
5. Customer is returned to main menu and is logged in as loyalty member.

32. **Name:** Happy Hour Discount

**Participating Actors:** Customer

**Entry Condition:** Customer is at a table between 5:00pm and 7:00pm

**Exit Condition:** Customer's order for shake is discounted

**Event Flow:**

1. Customer selects desired shake and adds to order.
2. Customer places order.
3. Shake is added to order with a discounted price.

33. **Name:** Customer View Media Content

**Participating Actors:** Customer

**Entry Condition:** Customer is at system main menu

**Exit Condition:** Desired media is being displayed

**Event Flow:**

1. Customer selects "Media Entertainment".
2. Customer searches through list of content.
3. Customer selects desired content.
4. Media content is displayed.

34. **Name:** Generate Work Schedule

**Participating Actors:** Manager

**Entry Condition:** Manager is at system main menu.

**Exit Condition:** A work schedule is generated.

**Event Flow:**

1. Manager selects "Schedule".
2. Manager enters ID of employee being scheduled.
3. Manager inputs all shifts the employee will work into schedule.
4. Manager selects "Generate Schedule".
5. The system takes in data and generates a weekly view of the employee's work schedule.

35. **Name:** Popular Item Promotion

**Participating Actors:** Customer

**Entry Condition:** Customer is viewing menu

**Exit Condition:** Customer receives a list of the top five ordered meals

**Event Flow:**

1. Customer selects "Popular Items".
2. System displays the top five most ordered menu items for the current day.

