

Use Case    Personalized court creation						8
Context	As soon as customers have made the selection of the desired dish, the system shall produce a personalized dish based on the customer's specifications.					
Domain	Preparation	Business Value	Personalization	<input checked="" type="checkbox"/>	Acquisition	<input type="checkbox"/>
			Communication	<input type="checkbox"/>	Optimization	<input checked="" type="checkbox"/>
			Control	<input checked="" type="checkbox"/>	Analysis	<input checked="" type="checkbox"/>

Description		
<i>Stakeholders &amp; Interests</i>	<i>Stakeholder</i>	<i>Interests</i>
	Kitchen staff	Support in the creation of new recipes
	Manager	Increasing customer satisfaction; reducing food waste
	Customer	Personalized meal, adapted to your wishes; taking into account the number of calories available for the day; achieving a feeling of satiety
<i>Required Data</i>	Daily calorie requirement of the customer Time available for eating Choice of the dish 3D model of the dish/ingredient Hunger level of the customer	
<i>Current Conditions</i>	Current conditions are not presented as an example.	

Procedure		
<i>Trigger</i>	Customer wants to eat something and has already made a selection.	
<i>Use Case Procedure</i>	<i>Step</i>	<i>Activity</i>
	1. Acquisition	The customer interacts via a user interface and enters the daily calorie requirement, the time available to eat, the desired meal and the hunger level.
	2. Calculation of calories	Depending on the time of day, the customer's information is offset against another factor to determine the permitted number of calories for the dish.
	3. Allocation to ingredients	The number of calories determined is applied to the ingredients for the dish.
	4. Scaling of the 3D model	The 3D model of the selected dish is scaled according to the specifications.
	5. Adjustment to the feeling of satiety	The specified hunger level is used to determine the time required to chew the food.
	6. Adjustment of the filling pattern in the dish	The determined chewing time is used to adjust the filling pattern in the dish (3D model).
	7. Preparation of the dish / ingredient	The customized 3D model is sent to a 3D printer and printed.

Use Case Anomalies	Step	Activity
	No information provided.	
Final State	The personalized dish is produced by the 3D printer.	

Overlaps						
Domain 2	Food & Nutrition	Business Value	Personalization	<input checked="" type="checkbox"/>	Acquisition	<input checked="" type="checkbox"/>
			Communication	<input type="checkbox"/>	Optimization	<input checked="" type="checkbox"/>
			Control	<input type="checkbox"/>	Analysis	<input checked="" type="checkbox"/>
Domain 3	Order	Business Value	Personalization	<input type="checkbox"/>	Acquisition	<input checked="" type="checkbox"/>
			Communication	<input type="checkbox"/>	Optimization	<input type="checkbox"/>
			Control	<input type="checkbox"/>	Analysis	<input checked="" type="checkbox"/>
Domain 4	Cooking craftsmanship	Business Value	Personalization	<input type="checkbox"/>	Acquisition	<input type="checkbox"/>
			Communication	<input type="checkbox"/>	Optimization	<input checked="" type="checkbox"/>
			Control	<input type="checkbox"/>	Analysis	<input type="checkbox"/>
Sum of Business Values total (incl. title domain, header)			Personalization	2	Acquisition	2
			Communication	0	Optimization	3
			Control	1	Analysis	3