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| USE CASE 1 | ORDERING FOOD |
| Goal in context | The customer wants to view the menu, select the items they want, and pay for the items. |
| Scope & level |  |
| Preconditions | The customer has clicked the screen to activate it and the machine is working |
| Success end conditions | The customer is able to order the food they selected and successfully paid for the food. |
| Failed end conditions | The food isn’t added to the order correctly. |
| Primary, Secondary actors | Customer, employee, admin |
| Trigger |  |
| Description | 1. The customer activates the screen 2. The customer chooses the language 3. The customer chooses whether to enter their ID Number 4. they want to order in 5. Customer selects which items they would like to add to basket 6. Customer selects check out 7. Customer chooses whether to apply a discount code or not 8. The customer chooses take away or eat in 9. The customer pays |
| Extensions | The customer selects an item, but it is out of stock. |
| Variations | The customer chooses to customise their order |
| Related information | Help button |
| Priority | High |
| Performance | Seconds |
| Frequency | 200/day |
| Channel to actors | Not yet determined |
| Open issues |  |
| Due date | Week 8 |
| Superordinates |  |
| Subordinates | Customise order |
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| USE CASE 2 | Update Database |
| Goal in context | Update the database to accurately record the amount of stock left, prices, images for items |
| Scope & level |  |
| Preconditions | The database exists |
| Success end conditions | The database contains all the relevant information correctly. |
| Failed end conditions | The database has data which is inaccurate |
| Primary, Secondary actors | Database manager, admin |
| Trigger | The database manager logs in to the database |
| Description | 1. The database manager logs into the database 2. The manager selects which data to modify 3. The manager either deletes, updates or adds new data 4. The manager saves the database in its new state 5. The manager closes the database |
| Extensions |  |
| Variations |  |
| Related information |  |
| Priority | Medium |
| Performance | 60 seconds |
| Frequency | Once a week |
| Channel to actors | Not yet determined |
| Open issues |  |
| Due date | Week 10 |
| Superordinates |  |
| Subordinates |  |
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| USE CASE 1 | Add product to order |
| Goal in context | Customer selects food to be added to their basket |
| Scope & level |  |
| Preconditions | The customer has clicked the screen to activate it |
| Success end conditions | The food is added to the order and the price of the basket is updated |
| Failed end conditions | The food isn’t added to the order and the price of the basket isn’t updated. |
| Primary, Secondary actors | Customer, employee, admin |
| Trigger | User selects an item on the screen |
| Description | 1. User selects item 2. User chooses whether to customise or not 3. User adds to cart |
| Extensions | 4a. The user selects the item, but its out of stock and the customer gets informed. |
| Variations | If the user chooses to customise order |
| Related information | Help button |
| Priority | High |
| Performance | Seconds |
| Frequency | 200/day |
| Channel to actors | Not yet determined |
| Open issues |  |
| Due date | Week 8 |
| Superordinates |  |
| Subordinates | Customise order |
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