**Inwood Bagels Website**

**Iteration 3 Use Case Specifications**

**Revision History**

| **Date** | **Revision #** | **Created By** | **Revision Notes** |
| --- | --- | --- | --- |
| 04/03/2022 | 1.0 | Gaëlle Gilles | Initial Draft |
| 04/08/2022 | 2.0 | Gaëlle Gilles | Added use case specification 05.02 Choose pay online / in person.  Added join points to 05.02, 03.14, and 03.11 |
| 04/10/2022 | 3 | Gaelle Gilles | Updated alternative flows, added join points |
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|  |  |  |  |

**UC. 03.14 Choose Pick-Up or Delivery (Gaëlle)**

| **Actor(s):** | Customer |
| --- | --- |
| **Short Description:** | A customer wants to decide if they want to place the order for pick up or order for delivery. |
| **Preconditions:** |  |
| **Postconditions:** | Customer will be redirected to Grubhub to order, or user will continue with the order by adding items to their cart |
| **Frequency of Use:** | High |
| **Normal Flow of Events:** | |
| 1. This use case starts with the **Actor** clicking on the menu button in the navigation bar and the **System** bringing them to the menu page. 2. If the **Actor** decides to pick up their food, they will click on the pickup button. The **system** will reflect their decision by changing the pickup button from a normal white color to a grey. 3. If the **Actor** clicks on the delivery button, the **System** will redirect the **Actor** to Inwood bagels Grubhub page. This ends the use case. **[JP 1: System interface in]** | |
| **Alternative Flows:** | |
| A1. The actor Logs in. Starts from step 1:   1. The **Actor** logs into their account. 2. This use case starts with the **Actor** clicking on the menu button in the navigation bar and the **System** bringing them to the menu page. 3. If the **Actor** decides to pick up their food, they will click on the pickup button. The **system** will reflect their decision by changing the pickup button from a normal white color to a grey. 4. If the **Actor** clicks on the delivery button, the **System** will redirect the **Actor** to Inwood bagels Grubhub page. This ends the use case. **[JP 1: System interface in]** | |
| **Exceptions:** | |
| None | |
| **<<Include>> Relationships:** | None |
| **<< Extend>> Relationships:** | None |
| **Business Rules:** |  |
| **Assumptions:** |  |

**UC. 03.11 Search Menu Item (Gaëlle)**

| **Actor(s):** | Customer |
| --- | --- |
| **Short Description:** | As a customer, they would want to find a certain menu item to quickly search a certain item to order |
| **Preconditions:** | Search box must have a minimum of one word in it to find an item |
| **Postconditions:** | Item is found and presented to user |
| **Frequency of Use:** | High |
| **Normal Flow of Events:** | |
| If a user wants to easily find an item in the menu, they should:   1. This use case begins with the **Actor** placing their cursor inside of the search box in the navigation bar. 2. The **System** will suggest one or more menu items to **Actor** as the **Actor** types in one or more words inside of the search box **[JP 1: Data flow in]** 3. The **Actor** will press enter or search button and the **System** will navigate them to the item the **Actor** is looking for. And the use case ends**[JP 2: Connectivity, Data flow in]** | |
| **Alternative Flows:** | |
| A1. View entire menu. Starts from step 1:   1. The **actor** scroll through entire menu **[JP 1: Data flow in]** 2. **System** will show user entire menu with all items available to order and **Actor** will be able to find the item he or she is looking for. Use case ends **[JP 1: Data flow in]** | |
| **Exceptions:** | |
| E1: Item not found, from step 3:   1. When **System** cannot find the item an **Actor** is searching for, the **System** will display “Not on Menu”. Use case ends. **[JP 1: Data flow in]** | |
| **<<Include>> Relationships:** | None |
| **<< Extend>> Relationships:** | None |
| **Business Rules:** |  |
| **Assumptions:** |  |

**UC. 02.01 Add / Delete Menu Items (Abilash)**

| **Actor(s):** | Day Manager, Business Owner |
| --- | --- |
| **Short Description:** | Actor can add / delete menu items |
| **Preconditions:** | Actor needs to be logged in |
| **Postconditions:** | Menu on customers website should reflect any changes that the actor has made |
| **Frequency of Use:** | Moderate |
| **Normal Flow of Events:** | |
| To add a new item:   1. Actor clicks on login button 2. System redirects them to login page **[JP 1: ET]** 3. Actor logs into their account with email and password 4. System displays menu page 5. Actor adds new item with necessary information such as item name, description, and price and click submit **[JP 2: DF-OUT, DDV, CN]** 6. System updates the database with new item   To delete an item from the Menu:   1. Actor clicks on login button 2. System redirects them to login page 3. Actor logs into their account with email and password 4. System displays menu page 5. Actor selects the item to delete and clicks on delete item 6. System displays a pop-up asking if it is okay to delete the item. 7. Actor clicks yes, then the item will be deleted. System updates menu and database **[JP 2: DF-OUT, DDV, CN]** 8. Use Case Ends here | |
| **Alternative Flows:** | |
| A1. Actor does not have an account   1. Actor creates an account 2. Clicks on menu in navigation 3. Continues on from step 3 | |
| **Exceptions:** | |
| E1. Cancel deletion of item, after step 6   1. Actor clicks no, item is not deleted 2. System does not update menu or database | |
| **<<Include>> Relationships:** | None |
| **<< Extend>> Relationships:** | None |
| **Business Rules:** |  |
| **Assumptions:** |  |

**UC.5.02 Choose Pay online/in-person (Charles)**

| **Actor(s):** | Customer |
| --- | --- |
| **Short Description:** | Customer can have the ability to choose between paying online with a credit/debit card or in person at the restaurant |
| **Preconditions:** | Items must be in cart before checking out and deciding to pay online or in person |
| **Postconditions:** | Payment complete |
| **Frequency of Use:** | High |
| **Normal Flow of Events:** | |
| 1. This use case begins after **actor** have added items to their cart 2. **System** displays items that **actor** has chosen to order in cart and pay online / in person buttons 3. **Actor** clicks on pay online. **System** continues on with the checkout process where **actor** pays with credit card or debit card **[JP 1: ET, TST]** 4. **Actor** clicks on pay in store. **System** will complete order and send the order details to the admin side of the website. | |
| **Alternative Flows:** | |
| *If <condition>, from Step N perform A1. ”Flow Name”:*  1.  2. | |
| **Exceptions:** | |
| *If <condition>, from Step N perform E1. ”Exception Name”:*  1.  2. | |
| **<<Include>> Relationships:** |  |
| **<< Extend>> Relationships:** |  |
| **Business Rules:** |  |
| **Assumptions:** |  |