# Use case

# Scope

The scope of this use case is a customer entering the restaurant.

# Description

This use case describes the process in which a customer goes through when entering the restaurant.

# Flow Description

## Precondition

The system is idle.

## Activation

This use case starts when a customer in the game enters the restaurant.

## Main flow

1. .A customer enters the restaurant.

# Use case

# Scope

The scope of this use case is a customer ordering food in the restaurant.

# Description

This use case describes the process in which a customer goes through when ordering food at the restaurant.

# Flow Description

## Precondition

The customer must have first entered the restaurant.

## Activation

This use case starts when a customer in the game enters the restaurant from here the customer may then place an order.

## Main flow

1. .A customer enters the restaurant.
2. Said customer then places an order in restaurant.

# Use case

# Scope

The scope of this use case is a customer collecting their food at the restaurant.

# Description

This use case describes the process in which a customer goes through when collecting their food at the restaurant.

# Flow Description

## Precondition

The customer must have first entered the restaurant and placed an order.

## Activation

This use case starts when a customer in the game enters the restaurant then places an order.

## Main flow

1. A customer enters the restaurant.
2. Said customer then places an order in the restaurant.
3. Customer can then collect placed order once ready.

# Use case

# Scope

The scope of this use case is a customer finding seating in the restaurant.

# Description

This use case describes the process in which a customer goes through when finding seating in the restaurant.

# Flow Description

## Precondition

The customer must have first entered the restaurant and placed an order after these take place the customer may then collect the ready order then they may find seating.

## Activation

This use case starts when a customer in the game enters the restaurant then places an order after these steps are completed the customer may then collect the ready order after this the customer may find seating.

## Main flow

1. .A customer enters the restaurant.
2. Said customer then places an order in the restaurant.
3. Customer can then collect placed order once ready.
4. Customer may then look for seating.