

Story: Place Order (pay at the shop)

As a user,
I want to place orders,
So that I can pay and pick up the products.

Wireframe

The wireframe shows a rectangular container with a header bar at the top containing the text "VESO". Below the header is a rounded rectangular form. Inside this form, there are three input fields stacked vertically, labeled "First Name", "Last Name", and "Phone". Below these is a row with two fields: "Total Price" and "54 \$". At the bottom of the form is a red-outlined button labeled "Place order".

Acceptance Criteria

- If a user is logged in, the credentials are filled automatically.
- Phone field must have a placeholder value that shows the format of the number.
- Besides the phone field, there must be an **optional email field**. One of these fields can be empty.
- The email or phone number format must be verified before placing an order.
- First name and last name are required.
- The order is **saved** in the database, after it has been placed.
- After the order has been placed, a message "Thank you for choosing VESO!" is displayed instead of the form.
- When the order is placed, customer gets a new cart. The old cart always remains in the database.

