
<Company Name>

<Company Name>

Online Pizza Ordering System Use-Case Model

Version <1.0>

Online Ordering Pizza System	Version: <1.0>
Use-Case Model	Date: 21.03.18
CS.OPOS2018	

Revision History

Date	Version	Description	Author
21/03/18	<1.0>	First version	Margin Razvan Cristian

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Use-Case Model

1. Use-Cases Identification

Use case: client order pizza

Level: user-goal level

Primary actor: Client

Main success scenario:

- Client places items into his cart
- Client places order by pressing the corresponding button

Extensions:

- error when placing an empty order

Use case: add new pizza into the menu

Level: sub-function

Primary actor: Administrator

Main success scenario:

- Admin logs in
- Admin access the list of items
- Admin introduces the information for the new pizza in the menu
- Admin places the new pizza on the menu
- Item is saved in the database

Extensions:

- problems logging into the account
- adding a pizza that is already on the menu

Use case: changing the status of the order

Level: sub-function

Primary actor: Administrator

Main success scenario:

- Admin logs in
- Admin checks the order list
- Admin changes the status of an order placed by a client
- Status is saved in the database

Extensions:

- problems logging into the account

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2. UML Use-Case Diagrams

